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For ALL Spectrum owners!

ROBOCOP II v ESWAT

WIN A Back To The Future III PINBALL TABLE

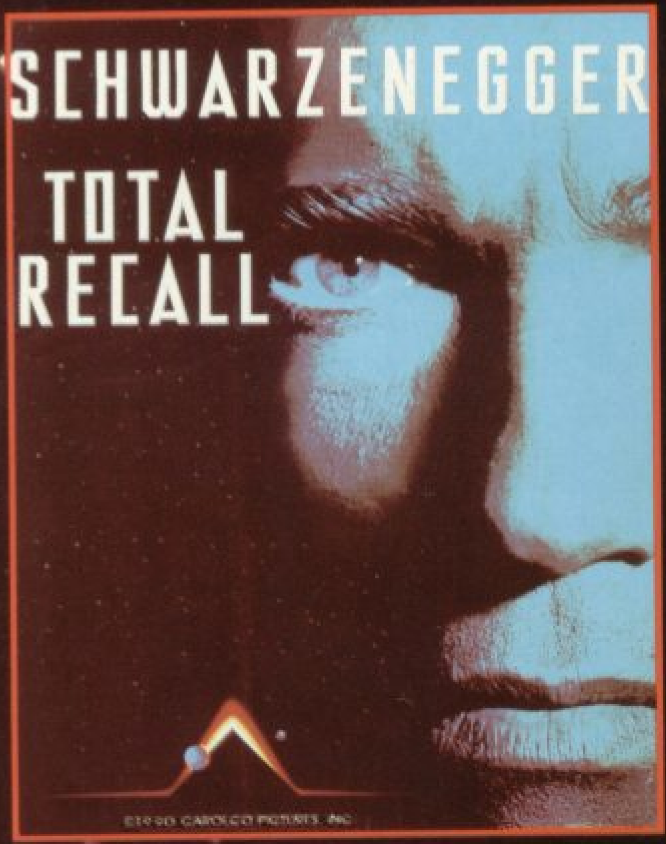
ISSN 0262-5458
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ROBOCOP 2 Playable Demo



ROBOCOP 2, DRACONUS (Budget of the Year '88)
TRANTOR, STRARDUST, PIGGY PUNKS and
CAPTAIN POKES, TURTLES, RICK II and more!

POWER







As
Doug Quaid
you have been
haunted by recurring
dreams of another life on Mars.
You are drawn to Rekall Incorporated, a unique travel service specializing in implanting fantasies into the minds of those who desire to turn their dreams into reality.

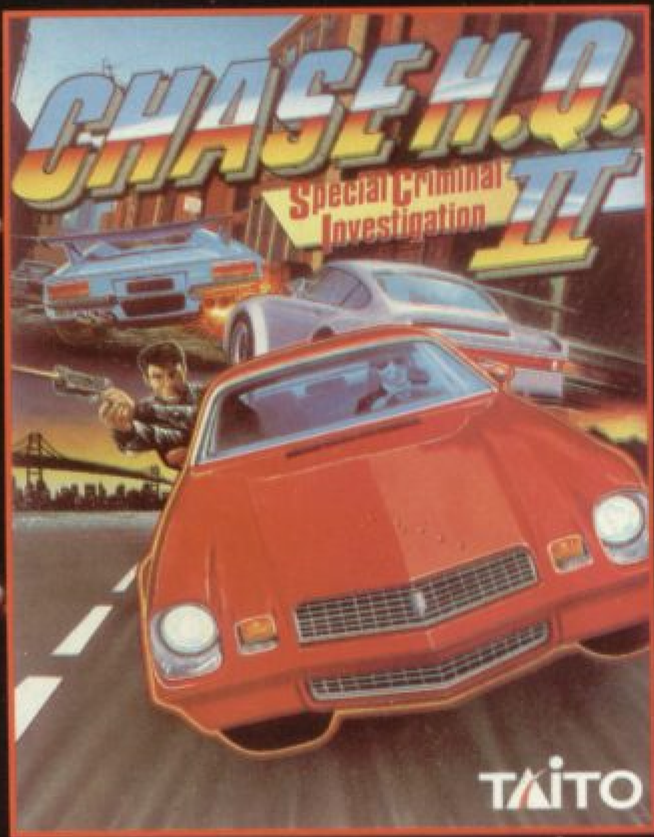
THE EGO TRIP OF A LIFETIME

Experience
the horror as your dreams
turn into hideous nightmares. Suddenly your every move is monitored by would-be assasins. You discover the surreal truth -

YOU'RE NOT YOU - YOU'RE ME

You
must travel
to Mars to discover
your true identity - your mission
is now a journey of non-stop action, strange mutants, futuristic vehicles and a startling array of weaponry all captured in superbly executed graphics and a game play that compliments the success of the year's top movie.

CHASE HQ 2 Special Criminal Investigation,
continuing where CHASE HQ left off.
The Arcade thriller takes you from the bright lights of Paris to the rugged terrain of th Sahara.
Your mission is to track down,
chase and apprehend
the dangerous
criminals.

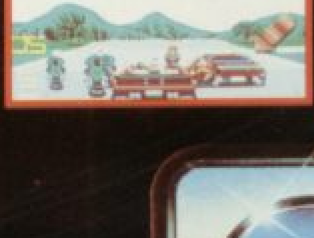


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Explosive power sends
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hold the line or plough the fields!

It's TOUGHER

The criminals wield some
heavy hardware - but so do you!
You can shoot but you must dodge their flak...
heavy gunfire, trucks unloading their cargo onto your bonnet... it's the meanest pursuit game to hit the micro screen.





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SURGE
Seven levels of muscle-straining, reflex-testing, sideways scrolling fury! Destroy the lethal drug Nuke, face a stream of deadly Nuke gangs, and then - if you survive - face the terror that is
ROBOCOP 2!
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MORE THAN A GAME - ROBOCOP 2 IS THE PRIME DIRECTIVE.
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You'll have to outwit his enormous army of body guards... gangs of charisma-bypass patients in trench coats, the bullet brain with the build of a rhinoceros and the breath of a dung beetle, packs of vicious canine yappies, the psychotic clown with an evil sense of humour - you'll die, but not laughing!
Then there's the gas guzzling cadillac jock - a cool specimen, elbow hanging on the door rail, a serious looking piece in his hand and ready to blow you away as he rolls down main street leaving you coughing lead.
NARC
ocean
© WILLIAMS
It's not all bad!... You've got a chopper to back you up, a mean, shiny street machine, some heavy metal hardware and some pretty neat moves. And what about the king pin... did I say he was Mr. Big? No, he's
MR BIG!
ocean
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Software

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Robocop 2!! Just when you though it was safe to get onto the street and committ senseless act of violence Robocop 2 arrives in the form of our EXCLUSIVE demo. There's full games too with the Budget game of the year '88, Draconus, topping the list of wonders, with Trantor, Stardust and Piggy Punks - FULL games for Christmas. Captain Poke's present to you is invincibility - for Turtles, Rick 2 and more!

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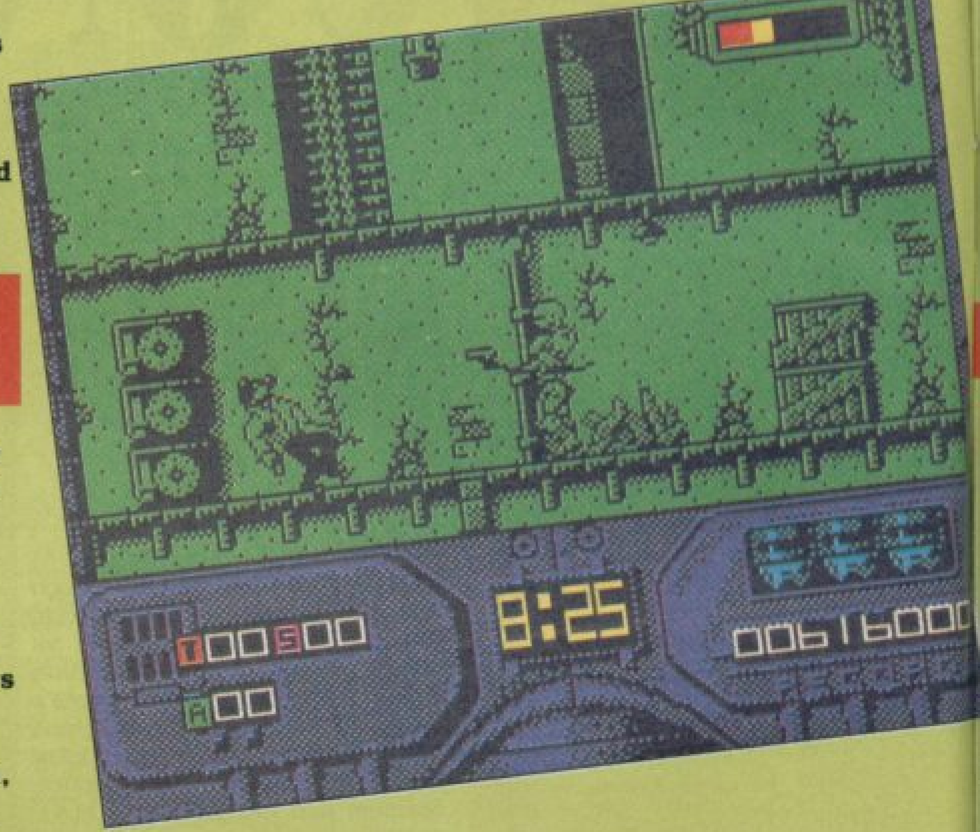
The top selling Spectrum games

Connect 43

Your very own pull out section. Just carefully undo the staples and voila! A magazine within a magazine packed with interactive fun.

SIX OF THE

The Universe expands. Our galaxy rotates around its mysterious centre. Nature pursues its cycle of seasons. A leaf falls. A worm turns. And, like a blossom opening or a new wooly lambkin gambolling in the fields, another Sinclair User Six of the Best Covertape emerges, blinking and stumbling into the light of day.
And BLIMEY FLIP! what a stonker it is!



ROBOCOP 2 DEMO - 128K ONLY

Robocop - play the demo and then look at our review on page 10. We made it a classic 'cos it's super. Are we dead right or what? Just load it in and use the joystick in the same way as you did for Robocop I. Your mission is to clear the sludge works of hoods and you have a time limit in which to complete your mission. Each hit that you take from the nasties guns, or (ulp!) rocket launchers will reduce Robocop's energy level. Oh no! Not rocket launchers - what can you do? Well, you can pick up the various icons that drop down the screen, the R will reverse the joystick controls, the small, body shop type jars replace lost energy, a plus and a minus sign which increase or decrease your time allowance, there's a hexagonal shape which gives you thermographic vision allowing you to see where walls are weak allowing you to punch through to the other side. You can get three way shots by collecting a T icon and a super three way sho, which is an S icon, which fires three bullets in each of the three directions - useful for taking out people with rocket launchers.



DRACONUS

Zeppelin's Budget Game of the Year 1988, Draconus is a mystical arcade-adventure set on an alien planet ruled by the Tyrant Beast who must be destroyed on the final screen. Our hero must brave a labyrinthine complex, fighting off giant rats, bats, sea serpents, terrortoads and ferocious catepelones. To help, there are artefacts such as the Demon Shield, Necromancer's Staff, Dragon's Eye, flasks of Flame Fluid, Energy Crystals and the Morph Helix.
The morph helix allows you to change shape from the tall, handsome Frognum, who can walk, jump, punch, duck and breathe fire, to the aquatic Draconewt, who can blow water-jets but can never leave the water.

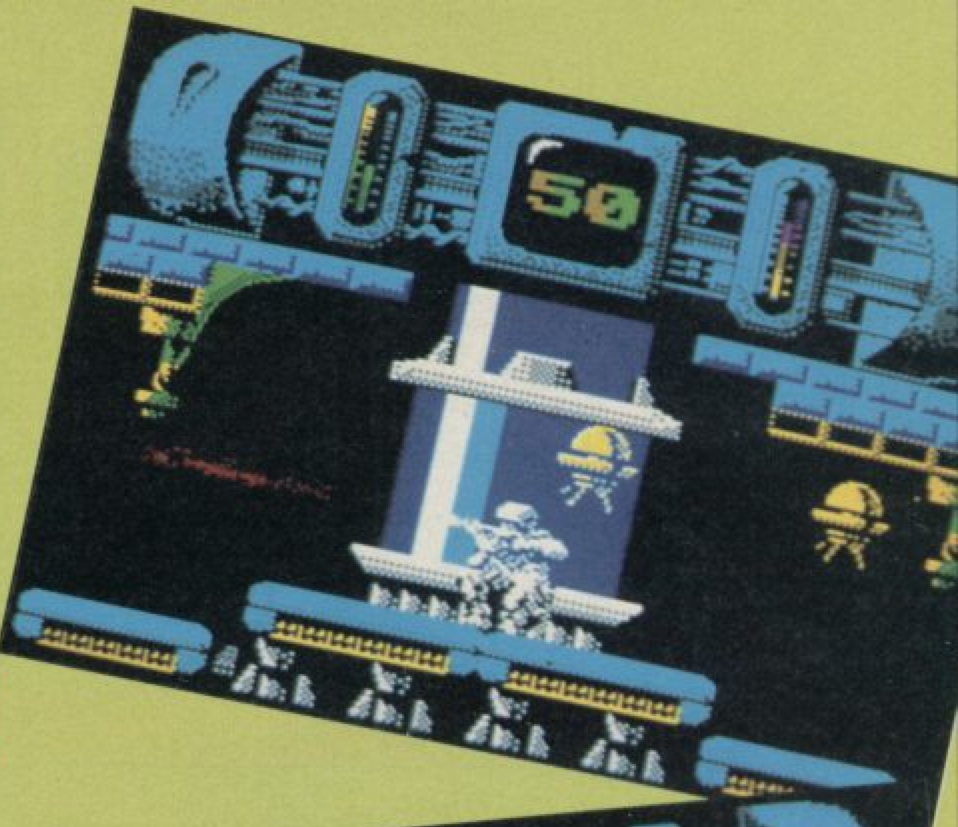


Controls:
FROGNUM:
WITH FIRE PRESSED WITHOUT FIRE PRESSED
BREATH FIRE JUMP UP
UP JUMP LEFT JUMP RIGHT
PUNCH WALK LEFT WALK RIGHT
FIRE SPELL DUCK DOWN & BREATHE FIRE

DRACONEWT:
8 direction movement + FIRE to breathe water jet.
KEYBOARD: On the title page, ENTER toggles between Demo and keyboard options. Press SPACE to play. SYMB SHIFT+Q to QUIT. Keys are redefinable: defaults are P = Pause/Unpause, J=Up, K=Fire,

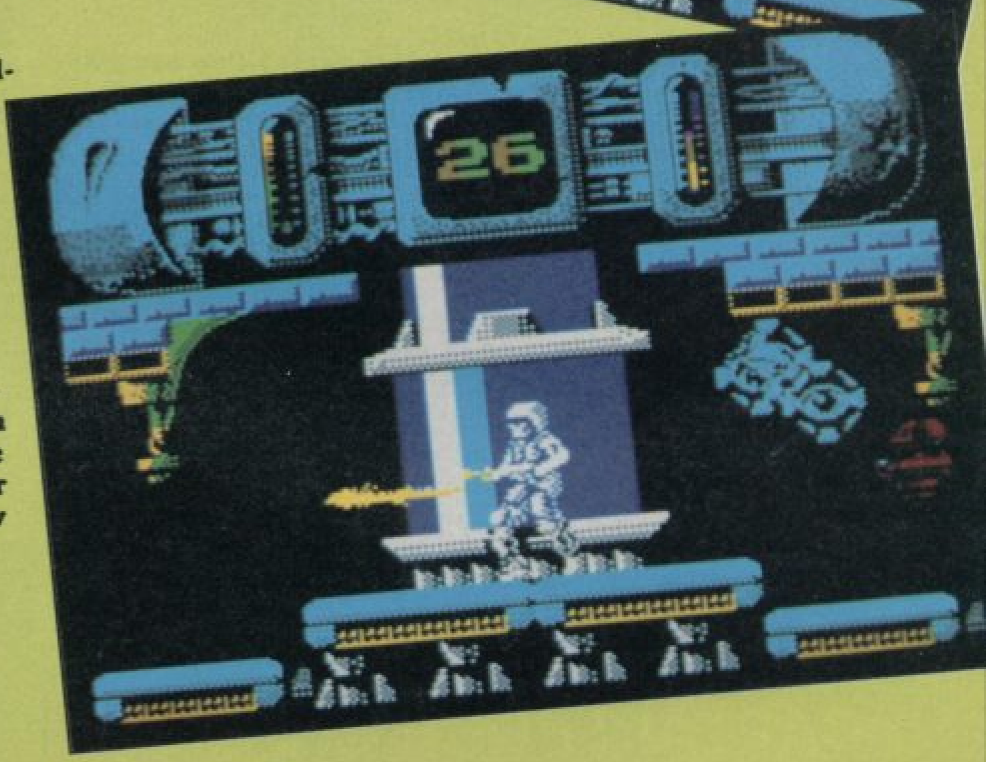
BEST

N=Down, Z=Left, X=Right.
To change shape, find the Morph Helix, stand on the Morph Slab and push up/pull down.
On losing one of your three lives, the game returns to the last Record Slab you stood on.
You can lose energy by touching background details such as spikes, and you can be killed outright by falling too far. Flame Fluid flasks give you ten blasts; Energy Packets restore your energy completely.
Go to it, frog face!



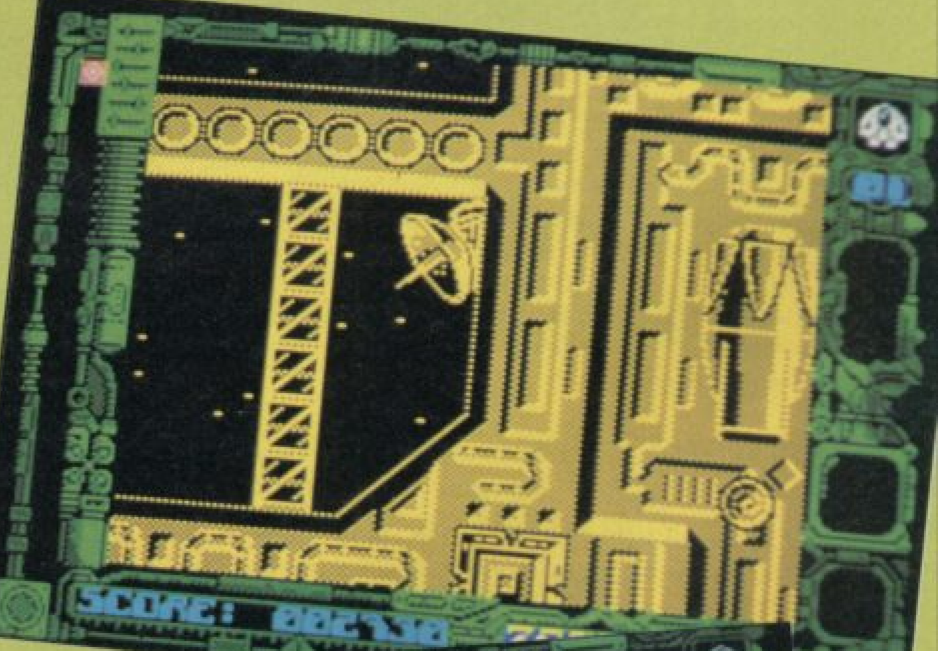
TRANTOR

This top-rated Kixx arcade adventure opens with Trantor, last of the Stormtroopers, standing by the elevator which will take him into mortal peril...
Trapped in an alien complex, he must fight his way to freedom, defeating the floating aliens which attack him from all sides. Using elevators to descend to deeper levels, his eventual aim is the transporter pad.
Equipped with a flame-thrower, Trantor has 90 seconds to activate each NIK security terminal, of which there are eight in the alien complex. Each terminal contains a letter - collect them al and they can be rearranged to form a computer-related word. Once you have found it, proceed to the last terminal, enter it, and you will be given a beam code which will allow you to leave the planet from the transporter pad.
While exploring the complex you will pass lockers which you can explore by standing in front of them and pulling the joystick back. The contents will aid you in your mission.
Joystick controls and options are given on the instruction screen.



STARDUST

This exciting Kixx shoot-'em-up sees you piloting your Astrohunter ship into the heart of the Biodroid empire. Your objective is to disable the generator which powers the shield protecting the entire fleet. Fail, and the destruction of Earth is inevitable!
Your Astrohunter has four shields, the power for which is depleted each time you are hit. On your way, you will encounter nine supercruisers, each deadlier the last, armed with missile launchers, spinning projectors which launch alien spaceships, energy barriers, exploding mine turrets and homing missiles.
Ship-based turrets can be destroyed using the crosshairs in front of your ship. If you manage to survive all nine supercruisers, you will land and enter the last one on foot. Destroy anything that crosses your path until you reach the six generator panels which have to be immobilised. After you have launched the necessary projectiles, return to your Astrohunter before the Biodroid fleet explodes.
Weapons are available en route in the shape of small pods which may also replenish lost laser energy.
CONTROLS: Left=O, Right=P, Up=Q, Down=A, Fire=M, Pause=H, Quit=0, or joystick options.





SIX OF THE BEST



PIGGY PUNKS

Possibly one of the funniest games I've seen in some time on the Spectrum, Piggy Punks is for 1 to 4 players with each person being designated a key. There are full instructions included in the game but the basic idea is very much like Hungry Hippos. You remember don't you. You have to get your Hippo (or Pig in this case) to eat a ball by getting it to bite at the right time. The winner is the player who eats the most in the allocated time which can be from 100 seconds to 900. Those of you that 128K machines (although it will run in 48K) can select between 128K music or 128K sound fx, but even in 48K mode, you get sampled speech (or oinking). When the balls come towards you you have to bang your key which extends the neck of your pig as you try to eat the ball.
When you start the game the pig is assigned a number so that where each player sits changes each time. Hope you have fun with thins one.

CAPTAIN POKE STUFFS SOME TURKEYS FOR CHRISTMAS

Yes, he's back. That men amonst men, the most *saporous, **scroyle known to hackerkind. Just load in the pokes and use the onscreen prompts. It makes the art of ***stellification look like pooh in comparison.
*tasty, **rascal, scoundrel, ***the art of star making

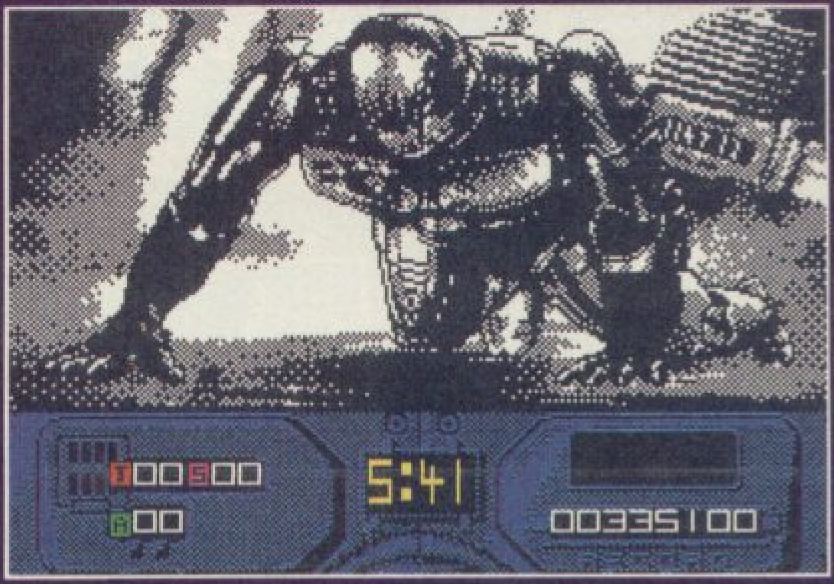


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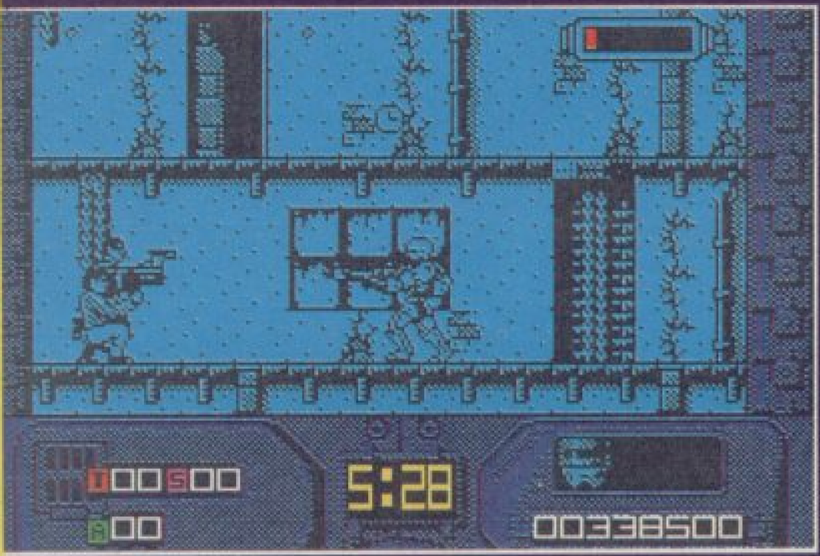
ROBOC

It's "Your move creep!" 'cos Robocop 2 is here - will you buy or not? Truth is, if you don't buy it then you're definitely going to be playing with a short deck this Christmas - or have a 48K Speccy that Robocop's immense 128K of music, digitised graphics and all action gameplay won't fit into.

So, he's back. He never really went away though as Robocop 1 never actually left the software charts. He's been out there - serving the public trust, protecting the innocent and upholding everything for nearly two years - you'd think they'd give the poor sod a break.



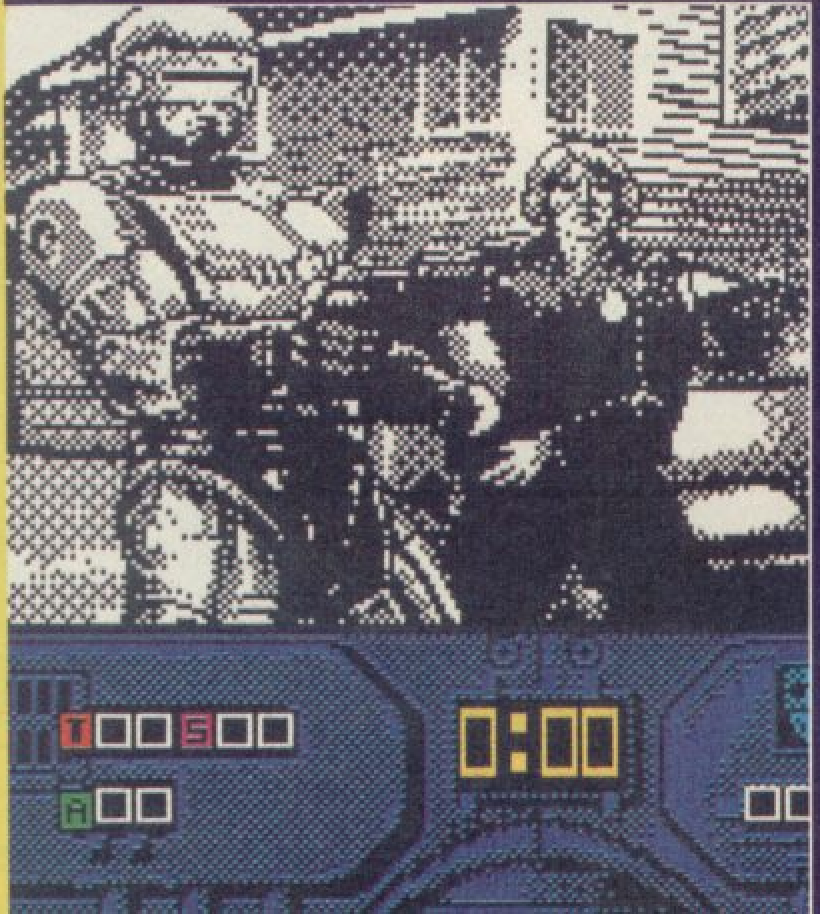




So, what must he do now? Well, Robocop must make his way through seven levels of action, to where he must eventually confront Robocop II but to get there he must complete each of the differing levels. Level one begins in the River Sludge Plant where he must locate the Nuke Lab. Along the way there are some unarmed suspects that are crying to be arrested - arrest flashes at the top left of the screen and Robocop must walk into them, 'cos if you shoot them, a time penalty is taken away (quite right too!)

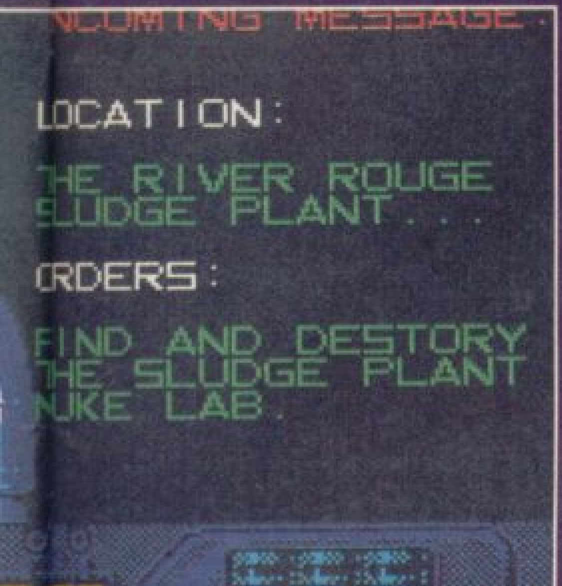
As Robocop progresses, he gets the chance to recover the memory chips of his human past. This section of the game presents itself as a puzzle, whereby you have to journey around a circuit board, collecting 32 chips to complete the picture on the four boards. Unfortunately, you cannot cross circuits that you have passed along previously because they get 'burnt out' maahn.

There are also two sessions at the Detroit shooting range to sharpen up his targeting skills. He gets one minute to shoot as many armed targets as possible, whilst studiously avoiding anyone who looks like a Joe Bloggs type citizen.





OP 2



ROBOCOP 2

Label: Ocean
Price: £10.99 128K only

GRAPHICS	
SOUND	88
PLAYABILITY	84
LASTABILITY	86
	92

OVERALL 91%

Garth Sumpter

Big licence, big film, big stars, BIG program Turtle-y terrific and completely Cowabunga

SINCLAIR USER CLASSIC

Graphics are good and sound (thanks to the 128K only format) is musically good, although spot effects are somewhat lacking. A large chunk of memory has been used up with the digitised images that greet the start of each level but gives the game an overall BIG feel. I like it, and I'm sure that most people will find the directive BUY THIS GAME, an easy one to follow.

ROBOCOP II THE MOVIE

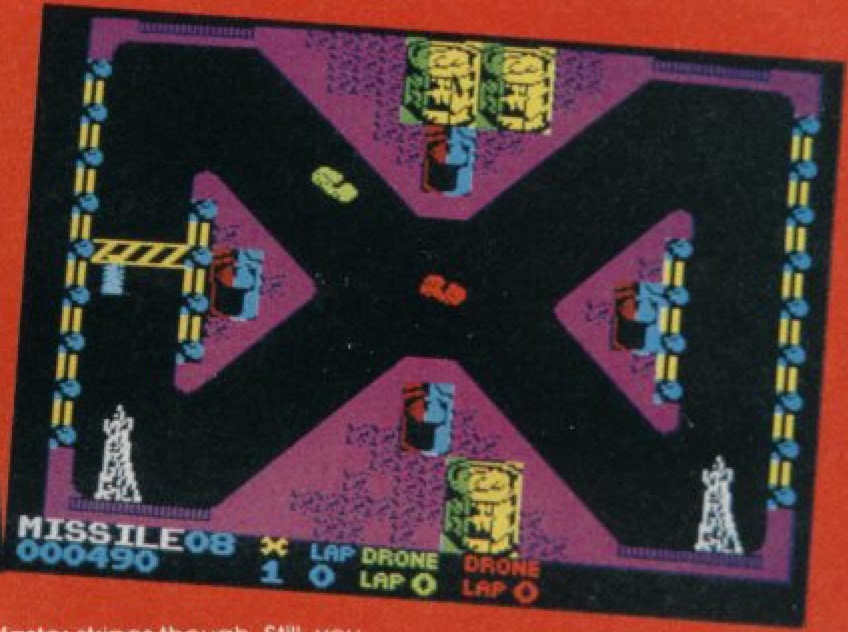
Detroit is bankrupt, the streets are in chaos and to top it all, the old bill are on strike!, It sounds like a job for everyones favourite crime crusader - ROBOCOP. This time though the tin terror has a problem. The city fathers have re-programmed him to be environmentally friendly, what a bummer. Instead of whacking hot lead at baddies and saying "Your move creep!", he warns children about vandalism and shoots at cigarette smokers and litterbugs. Enter Robocop II - a criminally deranged mind inside an eight foot body of steel, with an electric gatling gun, he is "the NEW future of law enforcement". Our old ironsides doesn't think so though and in the final they battle over who will be the future of law enforcement. See the movie, and now play the SU Classic game.



REVIEW

BADLANDS



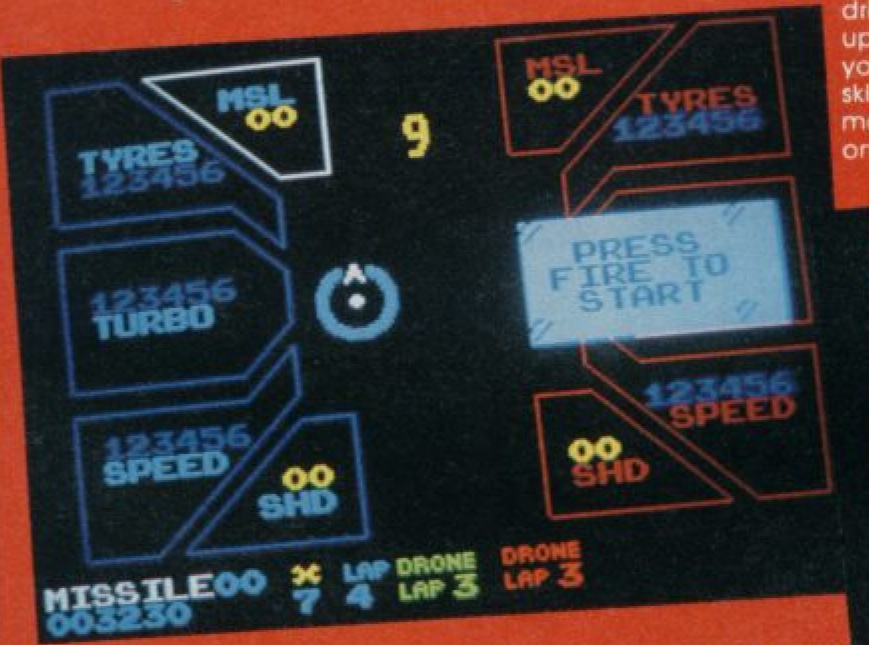


Tengen's Line Of Fire coin-op conversion is a fast, pacey and armed road-racer game. Set in the future, fifty years after a nuclear war, the sport of sprint car racing has turned into a deadly battle to the death.

Action begins in the city where you need to watch out for the oil spills, boulders and the occassional crosses (they're supposed to be wrenches but they look more like crosses to me), which appear on the screen. Pick them up and you'll gain enough credits to customize your car (between tracks), with turboes, missiles, shields & tyres. No go-faster stripes though. Still, you can't have everything. Follow the arrows as they appear, and you can't go wrong. Trust me my son, just trust me.

Eventually you'll come rushing up to a wall. No, this isn't the end that you so justly deserve, but in fact it's a tunnel, taking you to another section of the track. Just try not to change direction while you're driving through, or you'll end up scraping all the paint off your wings (and presumably, skin off your skeleton!) The normal fire-power of your car can only slow the drones down, but if you gain enough credits you can wipe out other racers with your missiles. But watch out for the helicopter as it speeds to your fallen opponents aid. Overall the graphics are excellent, but the cars are a little disappointing. Music is good but who needs sounds once you've got a battery of missiles to unleash - just the thing for rush hour traffic. All in all this post-apocalyptic vision of the future makes for a teeth-grinding, nerve snapping game.









BADLANDS

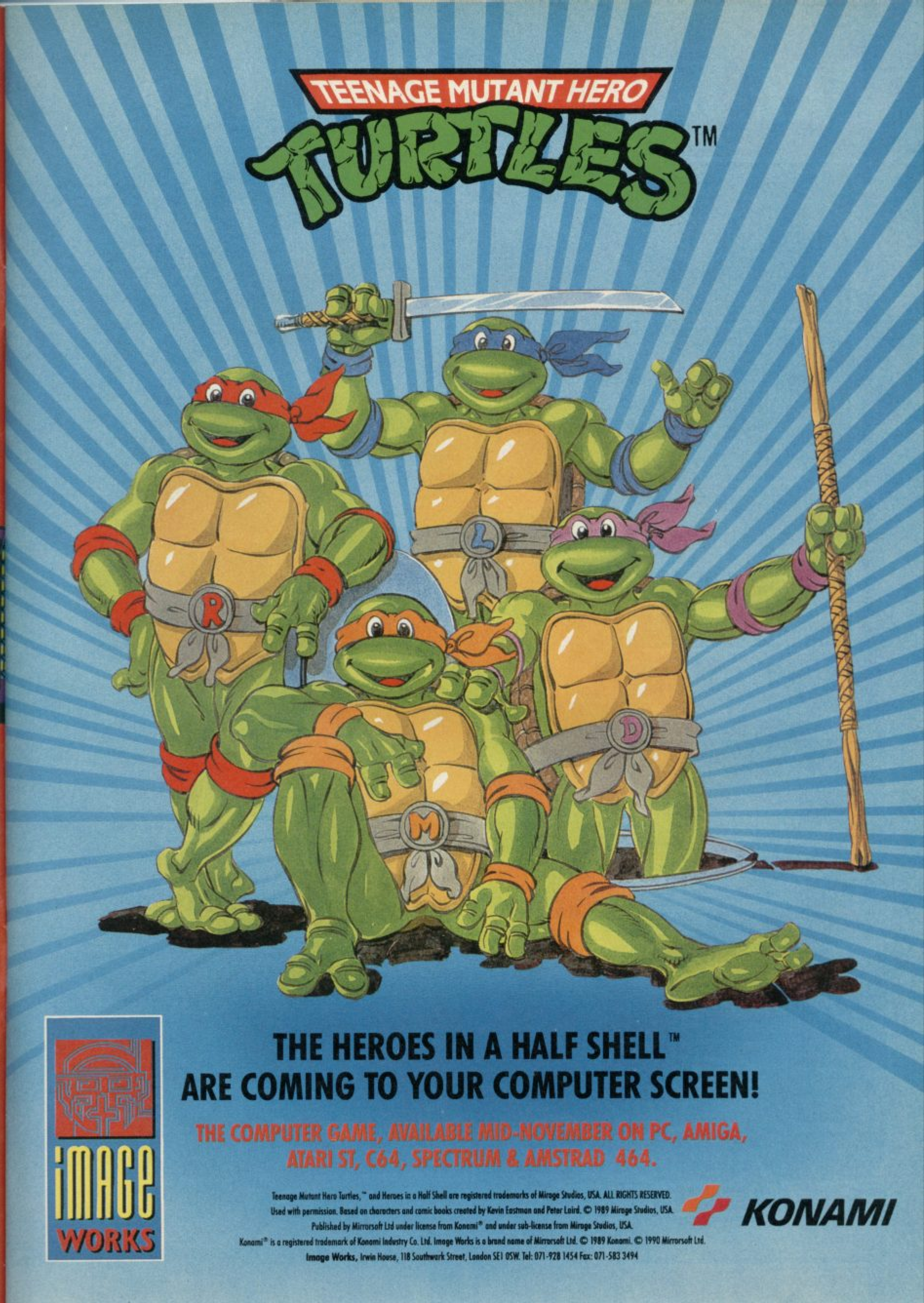
Label: Domark

Price: £9.99\£14.99 48/128K

GRAPHICS	83
SOUND	65
PLAYABILITY	90
LASTABILITY	85
OVERALL	86%

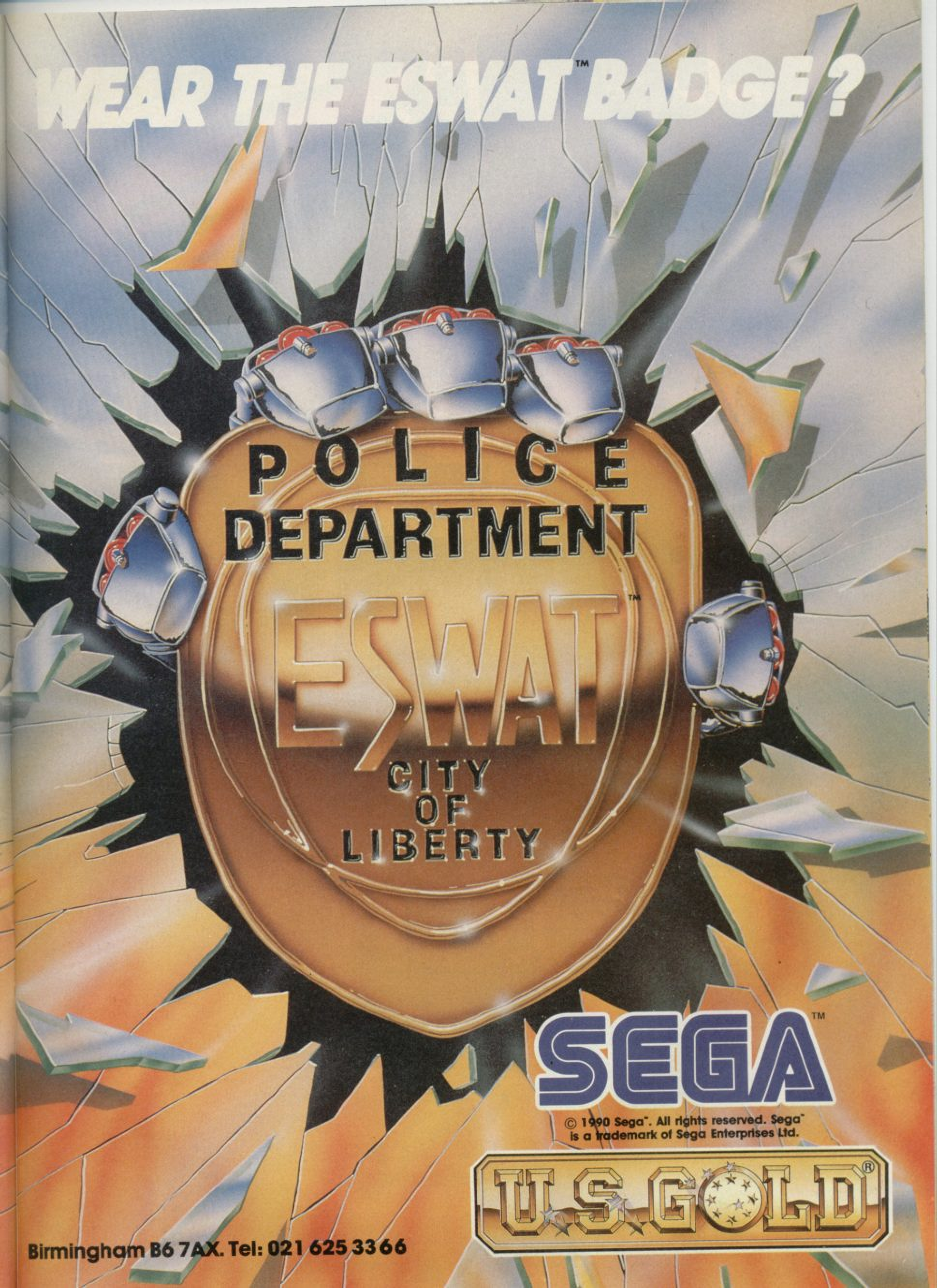
Jason Naik

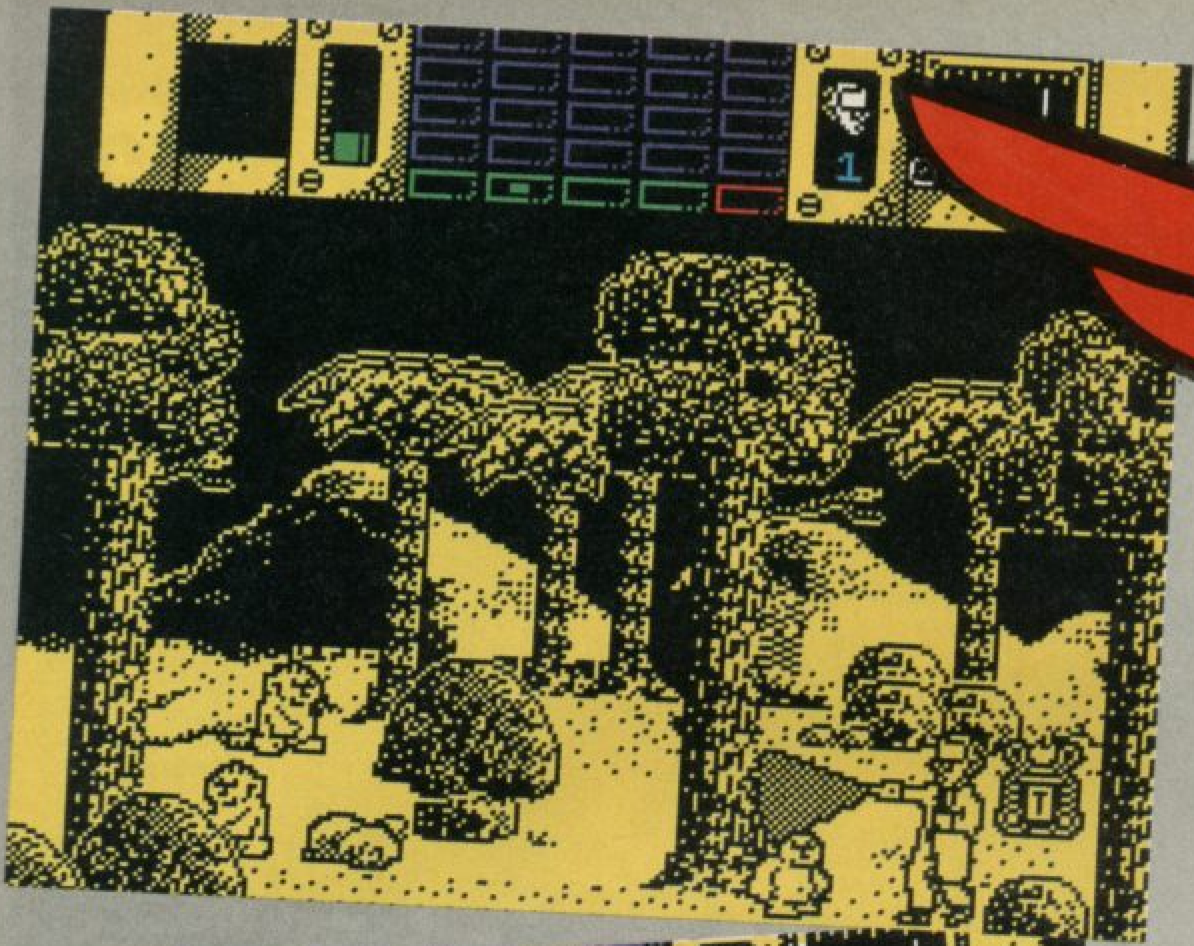
Great overhead view race game that is only bettered by Ivan Stewart. Vroom!

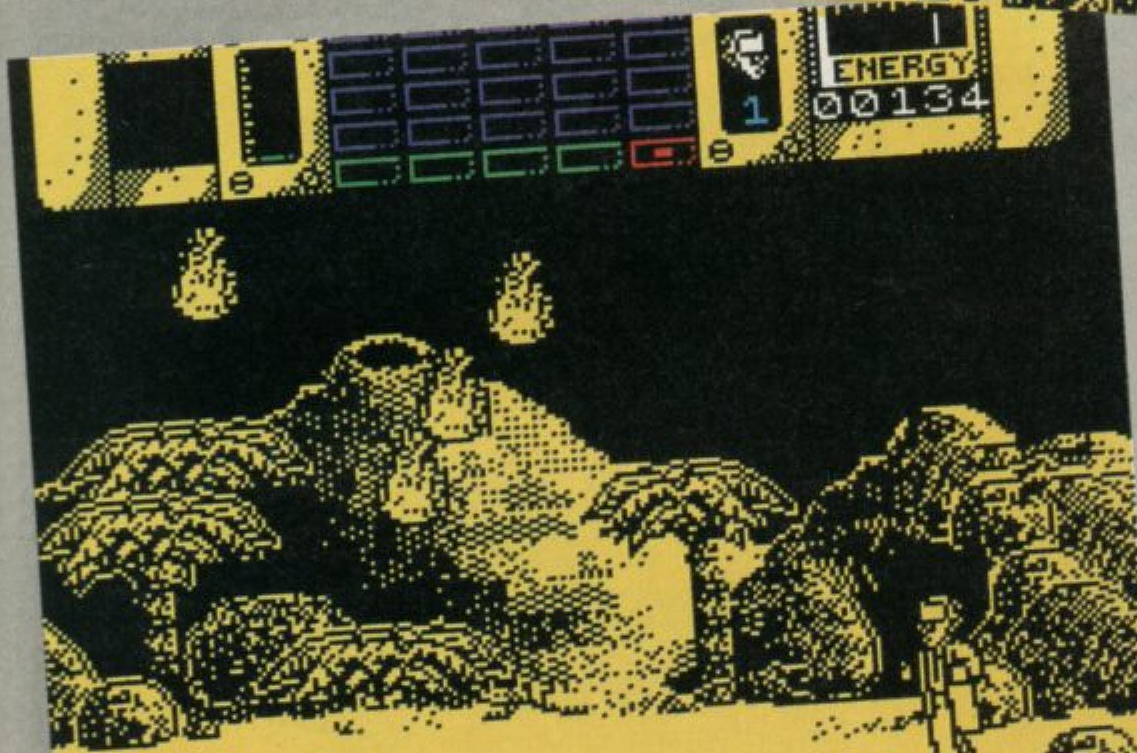

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THE HEROES IN A HALF SHELL™
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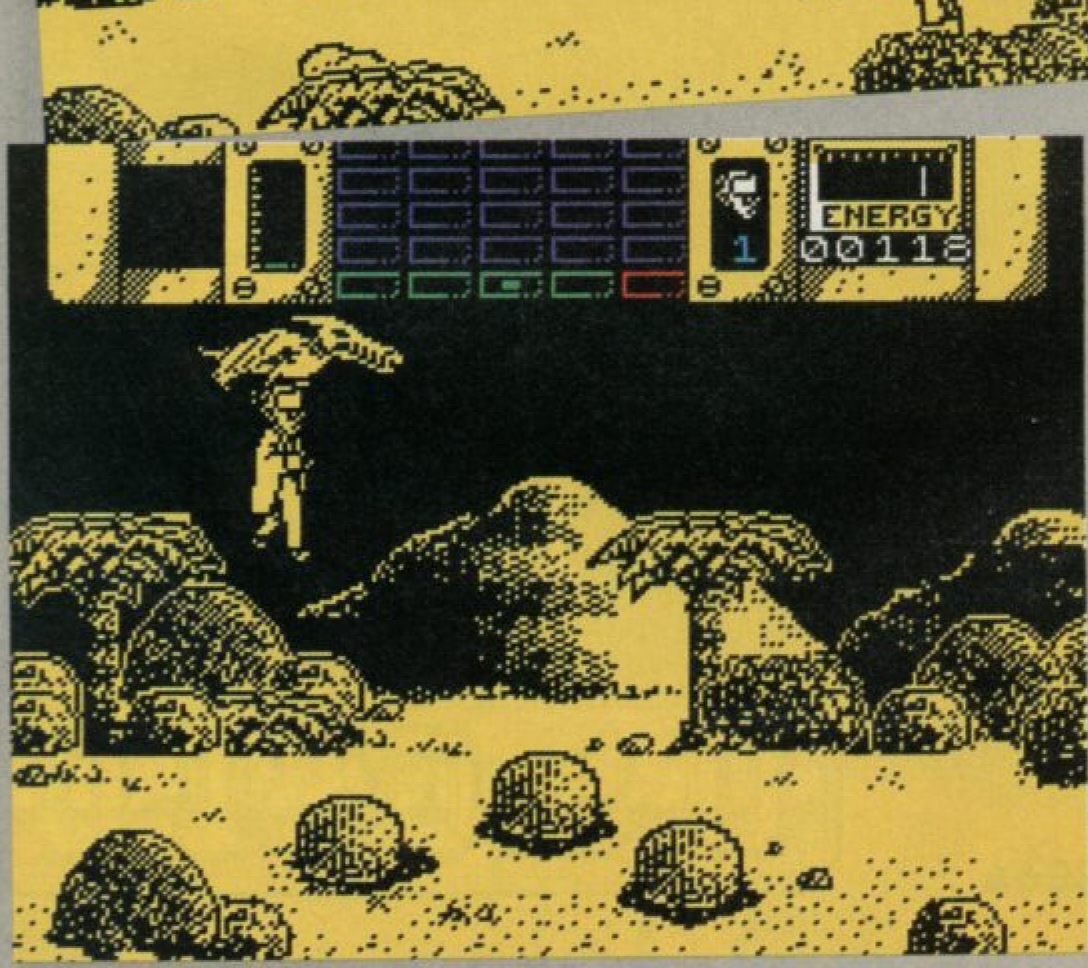


ARE YOU MAN ENOUGH TO
C64 version
Atari ST version
Amiga version
Available on CBM 64/128 & Amstrad cassette & disk, Spectrum cassette, Amiga & Atari ST.
Screen shots are only intended to be illustrative of the game play and not the screen graphics which vary considerably between different formats in quality and appearance and are subject to the computers specifications.
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Yo dudes. Hey listen up there, it's me, Garth and I'm finally back in the Squad after my enforced absence. You see, now that I'm editor the powers that be (that's Graham 'Interesting' Taylor to you), have said that I'll be far too busy editing the magazine to be able to bring you the hottest tips around. Well, sod them all I said. So here I am, sitting in a heavily defended forward position at the bottom of a foxhole at SU Towers,

TIME MACHINE

Having problems solving Time Machine? What's up dude, s'easy (ish). Just follow these helpful hints and you should be back to the Future (or is it Past?) in no time - well up to zone three actually. I'll give you the rest of the solution next month!

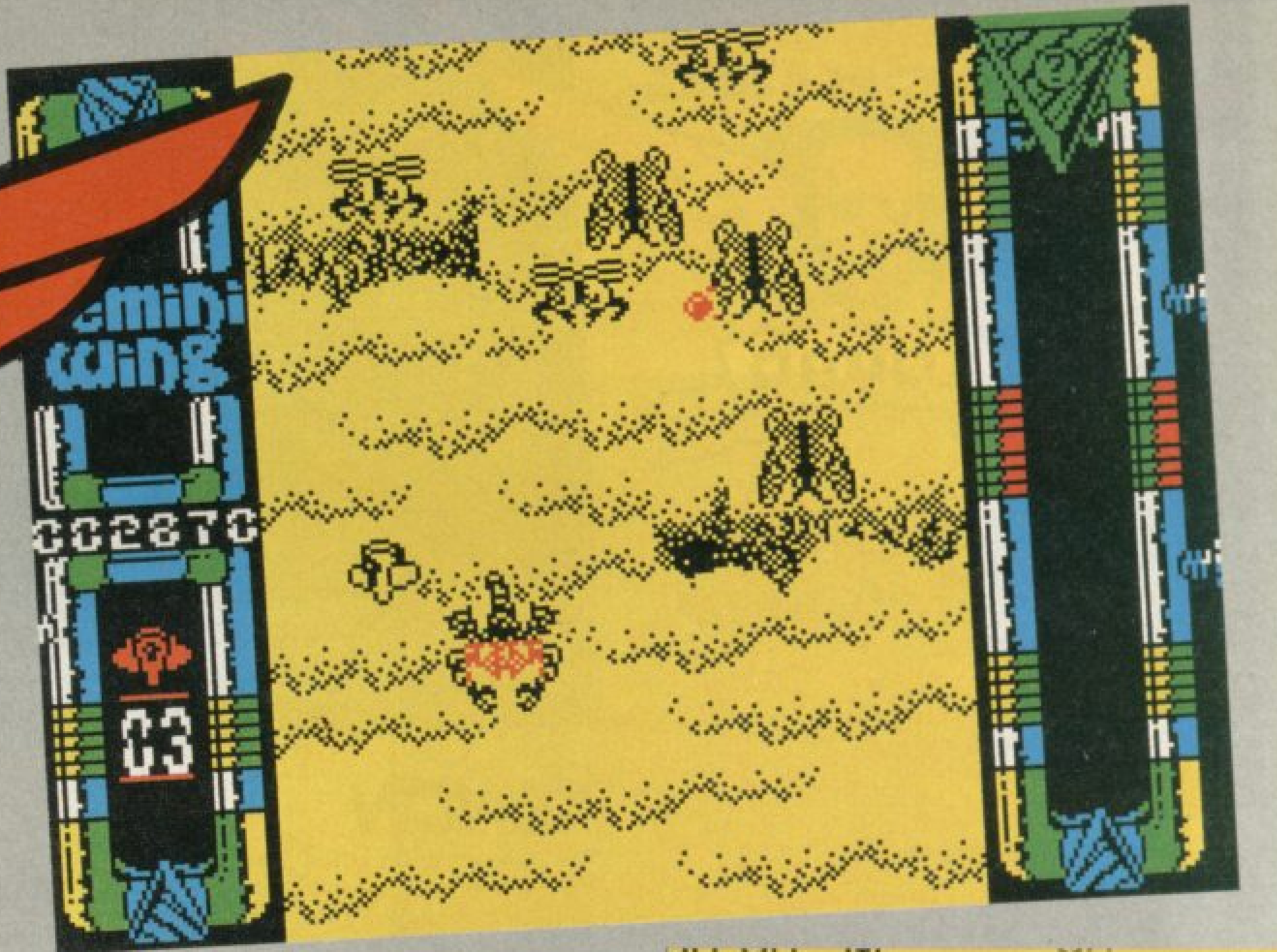
KEY

A.B A = Time Zone (zone one at the bottom and five at the top)
B = Screen (from left to right)
So, 2.1 would be zone two, screen one. Okay, you ready guys?

CREATING ZONE TWO

The game begins in zone one, screen three (1.3), where you find yourself surrounded by three geysers. Go to 1.2 and place a travel pod there. Go to 1.5 (use the Pterodactyl to cross the river) and place another travel pod next to the cave.
Go back to 1.2 and stun a mammal so that it's displayed in the look window, then transport yourself and the mammal to the cave. Repeat this several times and then go to 1.3 and block the geysers - the ice age should begin.





hacking merrily away whilst my publisher scurries around the building trying to find me to tell me what the latest part analysis, subscription and newstand breakdown quarterly figures are. Boring crap or what?

Now if he just comes through that door, the proximity mines should take him out before he gets within three feet of me.

Ha, I just love being a Hacker!

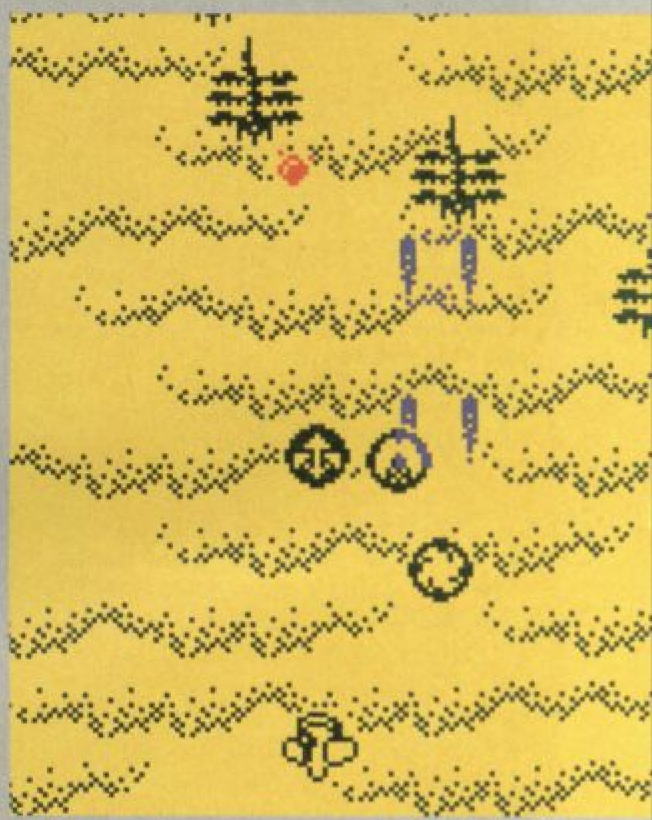
So samrten up at the back there, the boss is back and I've got a feast of goodies lined up for you to keep you going through christmas.

Here's a whole host of tips for all of you to hack around with over the Yuletide festival. Have a Hacking great christmas.

GEMINI WING

Always useful to know the passwords for the levels in this game so here they are:

Level 2: EYEPLANT
Level 3: WHATWALL
Level 4: GOODNITE
Level 5: SKULLDUG
Level 6: BIGMOUTH
Level 7: CREEPISH
Level 8: FINALFXS



EMPIRE STRIKES BACK

On the level menu press CAPS, Z, X, C and V together and the force will be with you for infinate Vader-bashing lives.

CREATION OF ZONE THREE

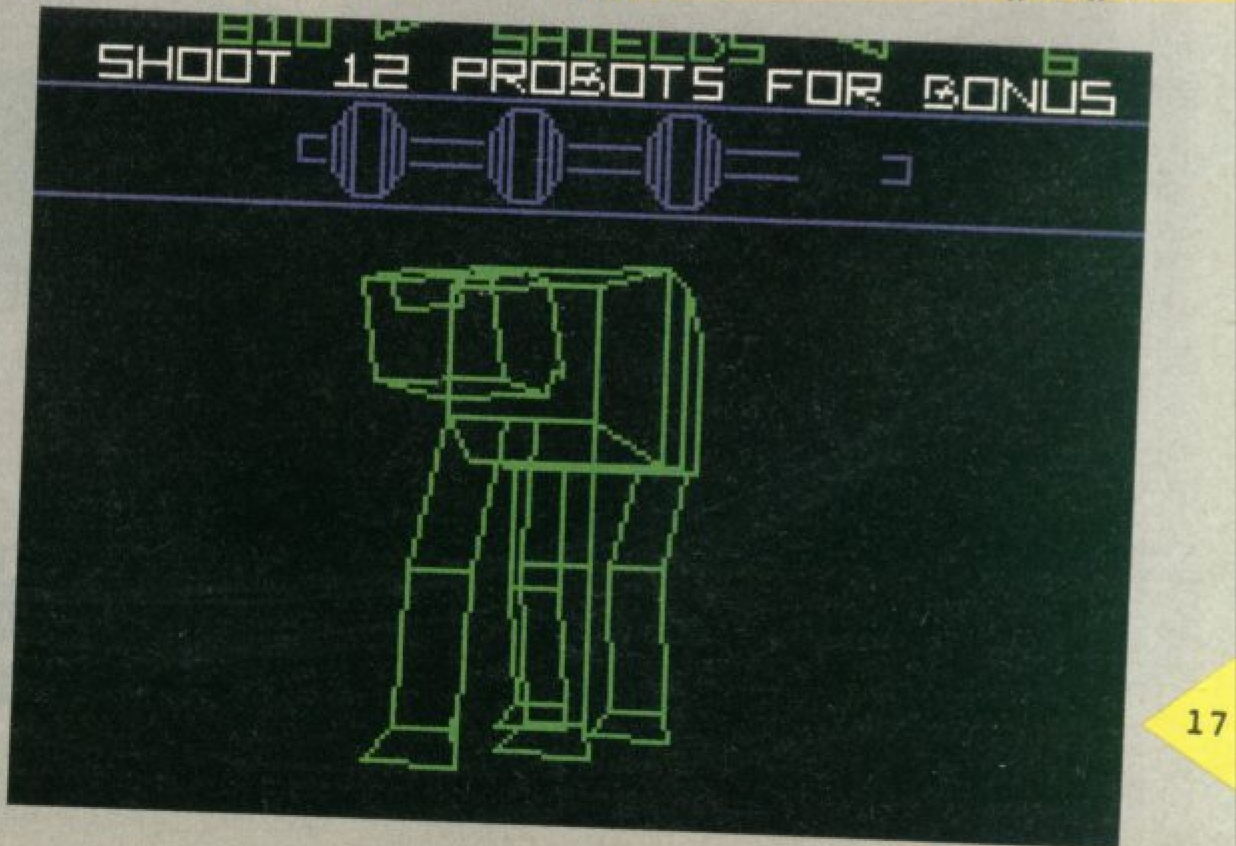
Make a fire in the green area in 2.5 to keep the apes alive and place a pod by the cave. Go to 2.2 and find wood and transport it to 2.5. Go to 2.1 and stand in the middle of the screen on the solid patch. No go to 1.1 (zone change) and transport fire to 2.5 to ignite wood. If the fire goes out, just repeat the lighting process.

Unblock the geysers to warm up the planet - the Yeti quite likes the cold so he'll try to block them again. You can feed him with apples from 1.2 or fish from 3.4 to keep him happy for a bit.

Plant seeds in 2.4 and place a transport pod on the river bank in the green area. Transport apples from 1.2 and repeat this process for both river banks.

You have now completed zone three.





HACKING SQUAD



ROBOCOP (NOT Robocop 2)

Walk underneath the guys who shoot at you from above and let off all your ammo without shooting them and once your energy is low, duck and punch to the right and voila! (C'est un bit of Franglais n'est-ce pas?) Tu es ded safe.

WONDERBOY

Like using the skateborad eh? Why not have one from the start? Just use two player mode, get the skateboard and then quit out using DELete and EXTend Mode keys. Now you can restart the game, with your lives intact and a skateboard.

SHINOBI

When on the menu screen, press 2 and redefine the keys for big jump and pause. When it asks for the key for magic press CAPS SHIFT and ENTER simultaneously.. You now have infinite ninja magic at the press of the enter key.

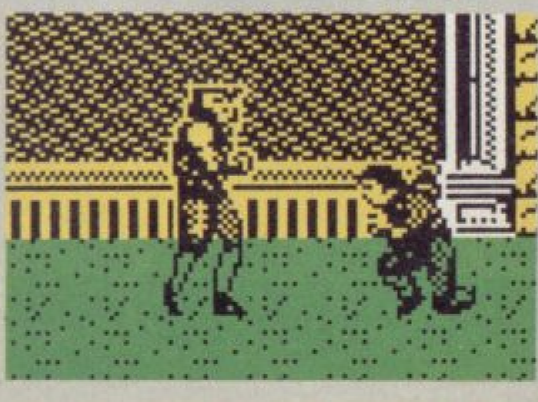
UNTOUCHABLES

Just type in HUMPHREY BOGART on the high score table for infinite lives.

RAINBOW ISLANDS

Wondering where all those ellusive goodies are kept? Well, if you collect the diamonds in this order a trapdoor will appear when you confront an end of level guardian. Pop down the hole and you can collect go faster boots, double and triple rainbows and everything! And, it works on any level as long as you collect the diamonds in this order:

RED
ORANGE
YELLOW
GREEN
BLUE
INDIGO
VIOLET (which is darker that the indigo)



XENON

Start the game and then press BREAK. Hold down TINY and fire and you'll have infinate lives. And Xenon is just out on budget too!

MAN UTD

If you hit the player 2 fire button whilst a match is being played against the computer, all the opposition will stand rooted to the spot. Now you can dribble round them and bang as many onions into the back of the net as you want. You might want to score goals instead but it's entirely up to you really!

BMX SIMULATOR

Type in TAEHC (Cheat backwards) and you'll always qualify.

ARKANOID 2

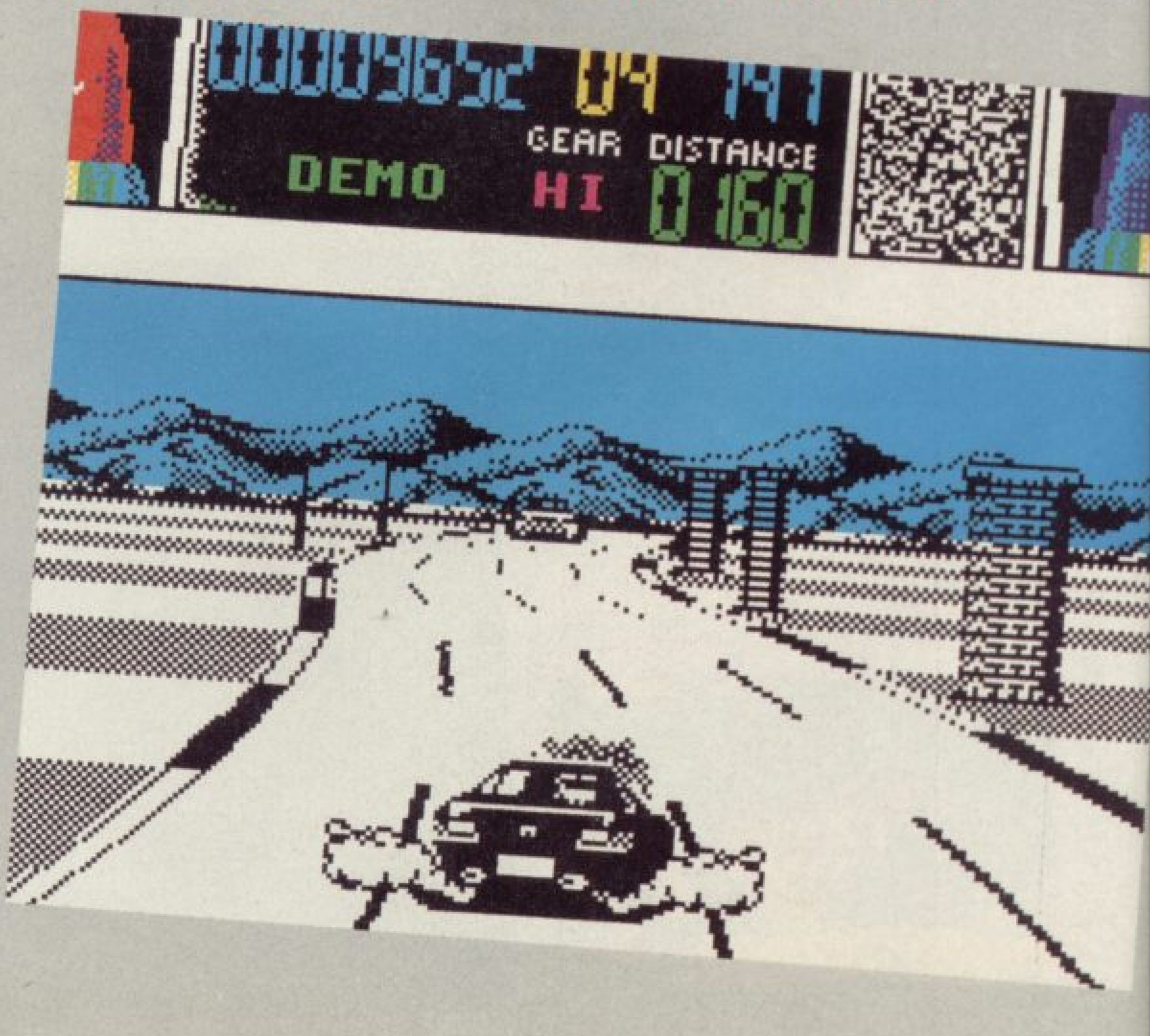
There's a choice here - you can either type in MAAAAH for the cheat mode or hold down BONK during the game.

STUNTBIKE SIMULATOR

Hold down the six and zero and you'll skip through your current level after about three seconds.

CHASE HQ

Redefine the keys as SHOCKED then press 1 to start and now you can jump levels. Press 2 to go to the next level; press 3 to get lots of points; press 4 to go straight to the finishing sequence.



WIN A PINBALL!!

Imageworks, the people who gave you the fab, Teenage Mutant Hero Turtles, just can't say no. They just can't. So when SU and C+VG saw a Back to the Future Pinball table in their offices recently and asked if we could have it, they acted like the TSB - they liked to say yes. So, here it is - one £4,000 pinball table looking for an owner. It could well be yours.

So, what have you got to do to win this wondrous beastie? Well, it's like this - simply phone the number on this page, scribble down the oh-so-easy questions about Back to the Future III that you'll hear, write down the answers on a postcard and send them to BACK TO THE PIN TABLE COMP, SU TOWERS, Priory Court, 30-32 Farringdon Lane, London. EC1R 3AU to arrive here no later than the 18th of January.

On January 18th a lucky eleven people with correct entries will be drawn from the boot of Garth's Cavalier - One of them will be chosen to go into a Pinball playoff with the winner of the C&VG pinball comp where the two winners will represent their particular mag in a pinball duel, the winner, going home with one pinball table (or we can send it on if you can't get it on the bus).

And woe, woe and thrice woe if the Sinclair User representative looses their pinball duel to a C+VG scumbag at the big playoff for the Pintable at Imagework's HQ in London 'cos I'll be there - cheering for my side.

The runner-up won't go away empty-handed though, because Imageworks will be giving them a brand spanking new video recorder AND a copy of the Back to the Future III video to start off their collection with.

And the 10 SU runners up? I've not forgotten! Five will each get a groovy Back To The Future III T-shirt AND a copy of the Back to the Future III Video and a further five will get a designer Imageworks long sleeved T-shirt.







0898 90079

Calls are charged at 44p per minute peak time and 33p at other times so before you ring, ask the poor sod who has to pay the bill first!

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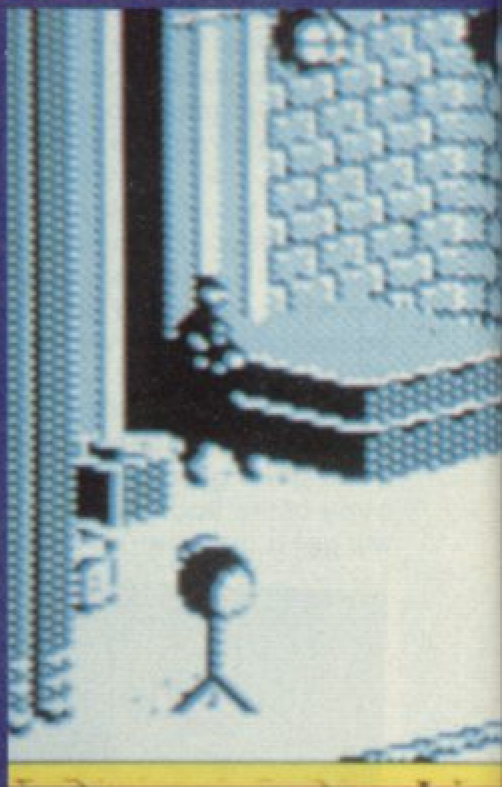
REVIEW

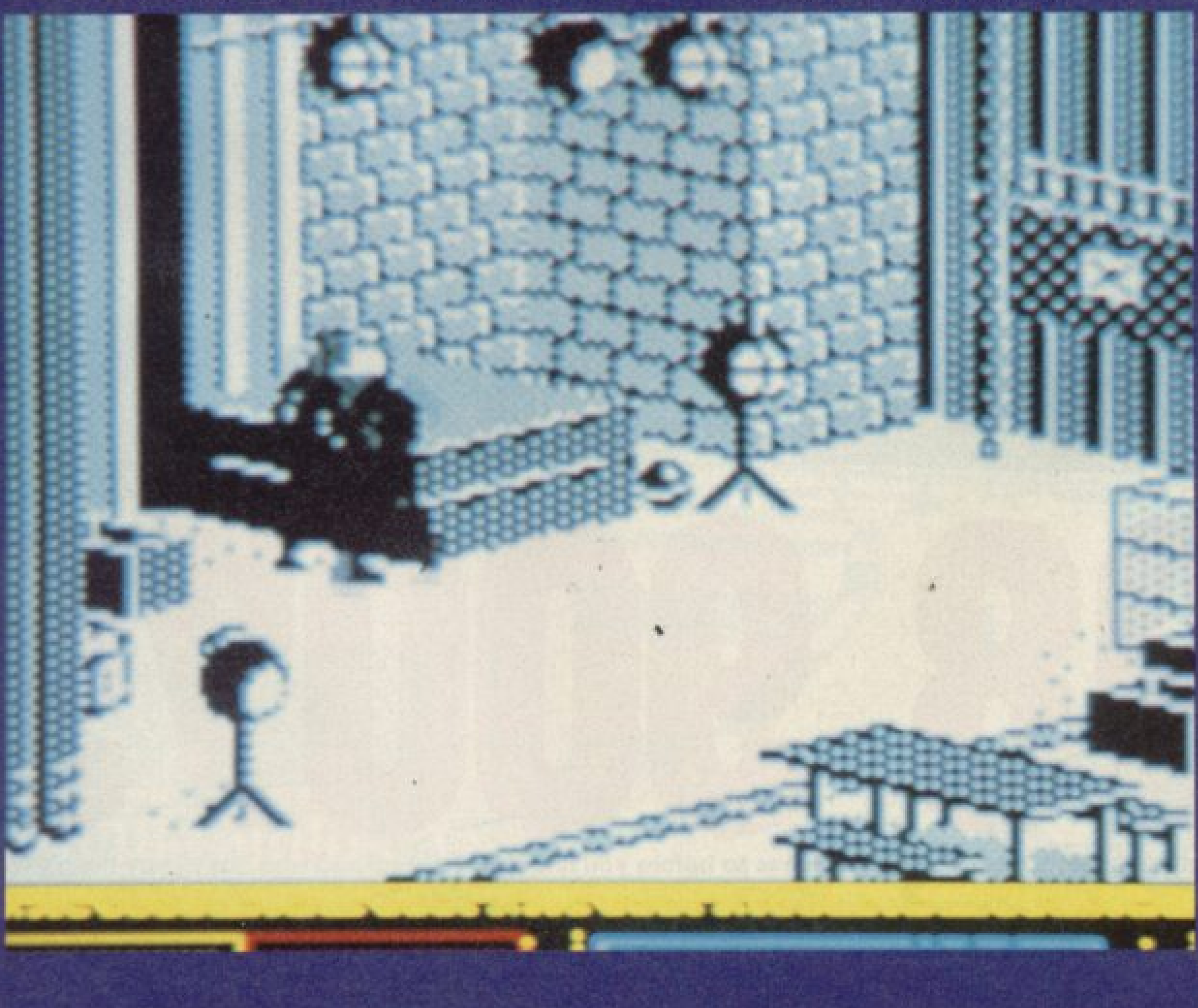
LAST NINJA REMIX

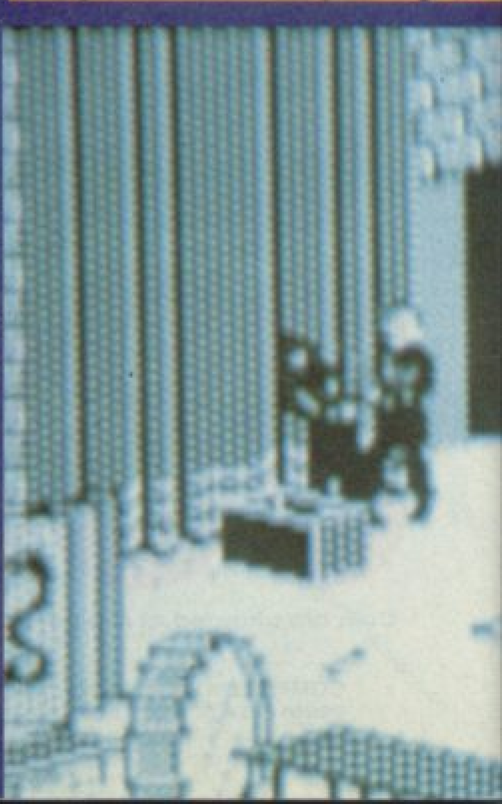
Pull on your Ninja Balaclavas, and boogie on down to the latest sounds... Eh? Oh, yes hang on minute - this looks awfully like Last Ninja, as released by System 3 over 18 months ago - so how can they justify the new price tag of 9.99 Well, I don't think that they really can. With brand new software on the market that is all singing, all dancing product, it's a shame that companies feel they can (slightly) jazz up an old game and flog it to unsuspecting punters but as I took some two years out of the software market (while I rebuilt the Cavalier) I can review the game without prejudice. (Which no-one else could eh kids?)

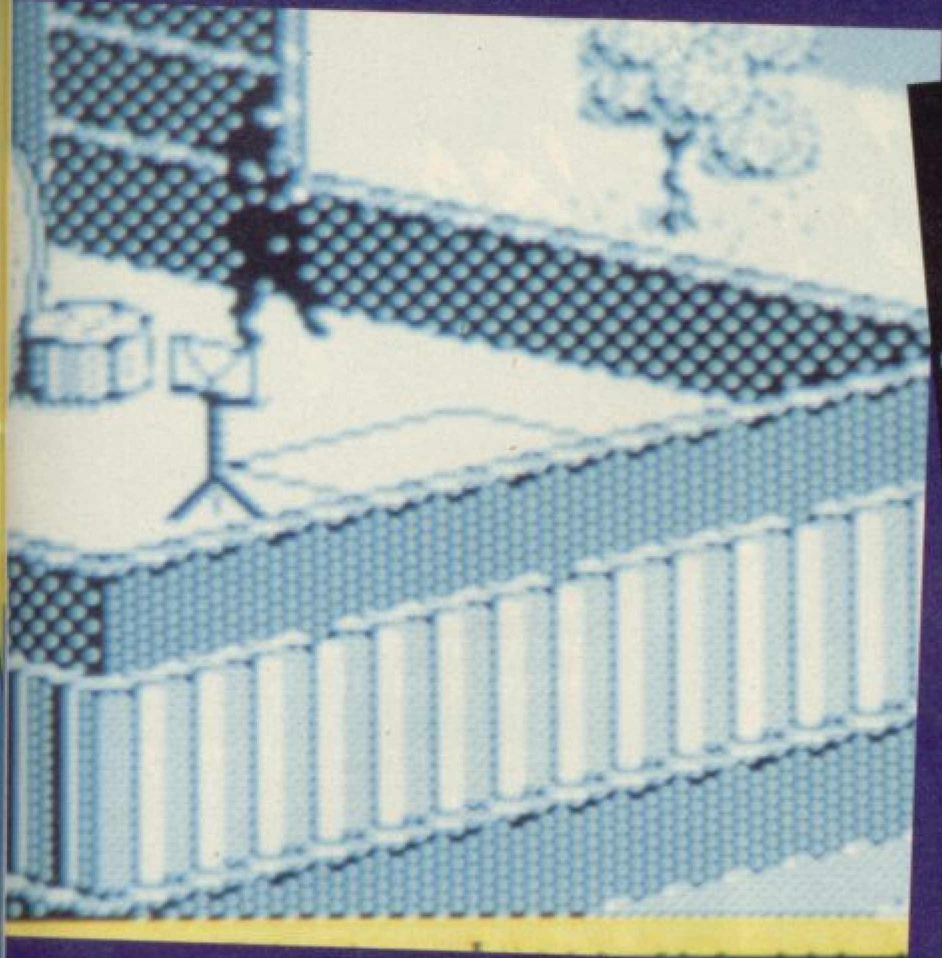
Armakuni, the master of the Ninjas, has struggled to assemble his followers and regain some of the prestige the clan had before they were wiped out by the Evil Shogun, Kunitoki. However, during a training session Armakuni begins to feel odd, and notices that his followers have frozen in their places! Then Armakuni blacks out....When he finally opens his eyes, he finds himself in a strange place, surrounded by unknown objects. Only his Ninja skills will enable him to fight his way out and defeat the forces of Kunitoki!

















The hero is initially unarmed, but soon comes across weapons and useful items in his travels that he can pick up and wield to great effect. By punching and kicking, the Ninja also operates buttons and switches, the effects of which are not always that obvious - for example, a switch may open a trapdoor in another room. Split over six levels, the game takes place in a variety of exotic locations, such as sewers, opium factories and mugger-infested parks.

Last Ninja has some of the prettiest graphics I've ever seen on the Speccy, but unfortunately they are not enough to rescue this game. The playability is haphazard and irritating - it can be hard to see which way the Ninja is facing, which means you punch the wall instead of the baddie; and when the hero is trapped in a corner, it's nigh on impossible to escape. Add to this the difficulty of the control method (half the time he decides to somersault instead of punch), and the game becomes lethal - you'll soon kill someone in frustration. A shame, but if a little more effort had been put in the play rather than the graphics and

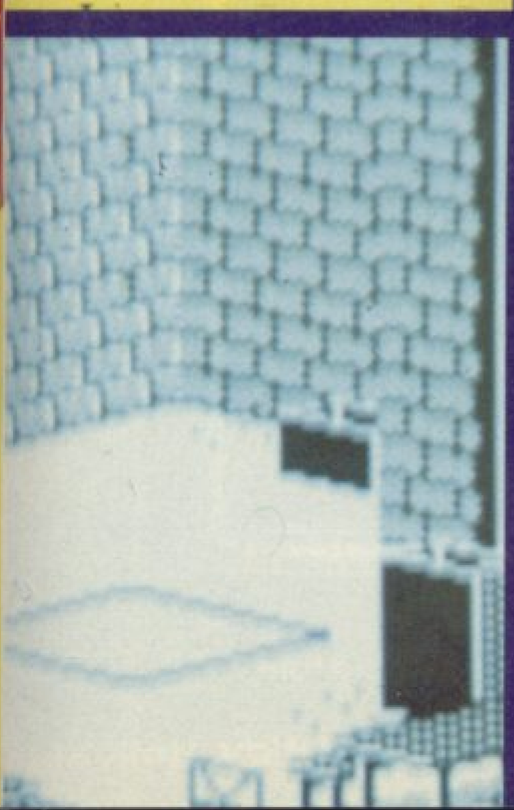
LAST NINJA (Remix)

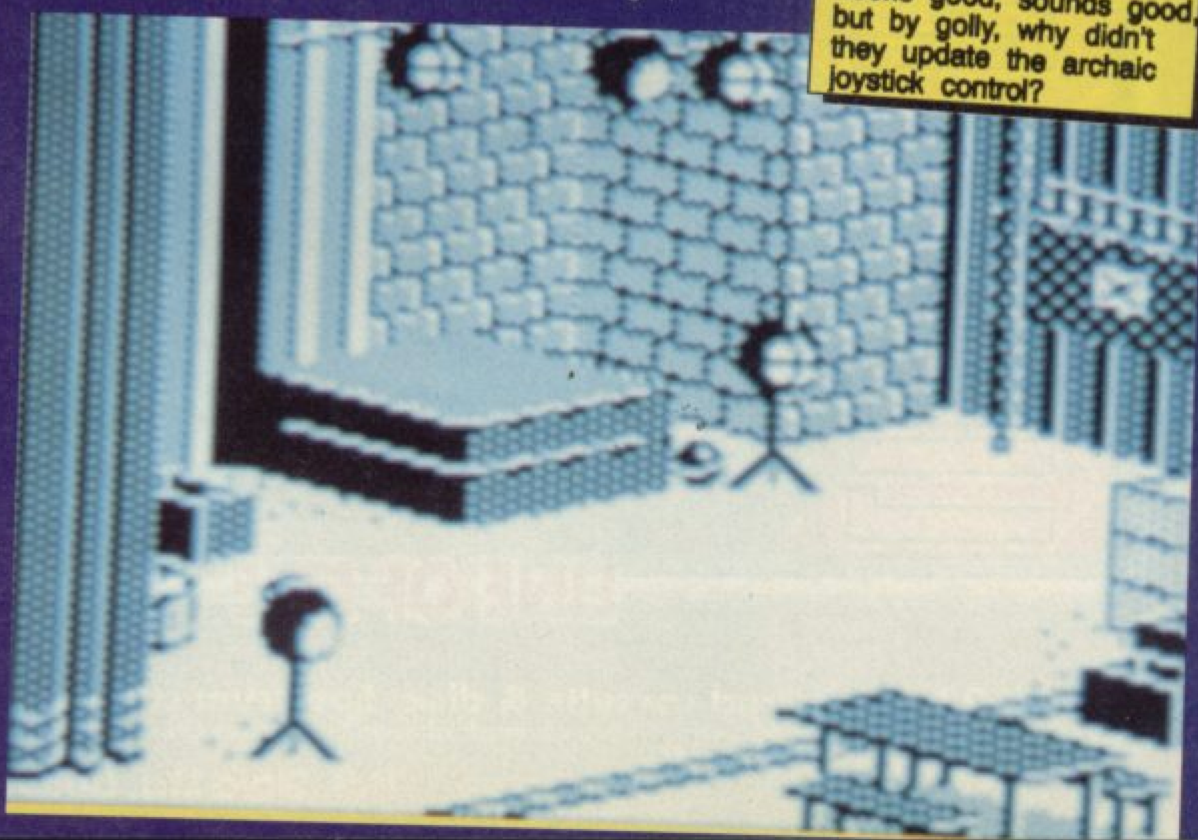
Label: System 3
Price: £9.99/14.99 48/128K

GRAPHICS	85
SOUND	82
PLAYABILITY	52
LASTABILITY	36

OVERALL 51%
Garth Sumpter

Looks good, sounds good, but by golly, why didn't they update the archaic joystick control?






Awesome Fire-po
U.N SQUADRON
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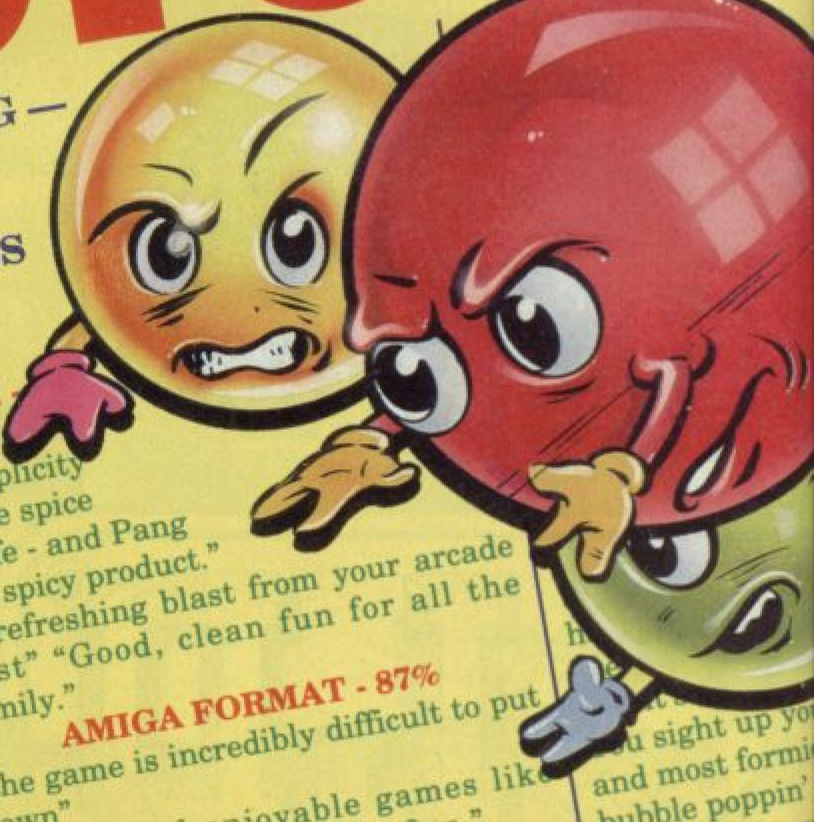
PANG

OUT NOW
FOR SPECTRUM
AMSTRAD
COMMODORE
ATARI ST AMIG

THE WORLDS BEST BUBBLE BURSTER

INVASION!





PANG—
WHAT
THE
PRESS
SAY.

THE ONE
90%

"Simplicity is the spice of life - and Pang is a spicy product."
"a refreshing blast from your arcade past" "Good, clean fun for all the family."

AMIGA FORMAT - 87%

"the game is incredibly difficult to put down"
"Simple and enjoyable games like Pang don't come along too often."
"the sheer addictiveness will keep you coming back for just a quick couple of hours 'gaming'"

CU - "CU SCREEN STAR" - 87%

"Superbly converted with plenty of bounce."
"Pang plays BRILLIANTLY"
"Ocean have managed to capture the feel of the Arcade game perfectly - and that's what makes Pang a winner."

ACE - 840

"Just wait till you play it - the game positively oozes addictiveness."
"If you hanker for the days when games were fun and simple, buy Pang, - you won't regret it!"

ZZAP - 82%

"A polished conversion of a playable coin-op."

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BROTHERS BATTLE AGAINST BALLOONS





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Tour the world in the most addictive arcade game of the year from Mitchell Corp. A quick eye and super fast reflexes will give you just a half-chance of a win... the other half will come if the bounce goes your way!

ocean

Ocean Software 6 Central St
Manchester M2 5NS
Tel:061 832 6633

NEWS EDDLINES

With the release of 'Edd the Duck' the computer game, we here at SU Towers wondered what it must be like to be the most famous, non-human TV presenter in Britain. So, the Garthmobile sped off to the BBC to interview Edd and immortalise his view of life (and some of his VERY curious ideas about spelling dude and competition).

QUACK! QUACK! QUACK! QUACK! QUACK! QUACK! QUACK! QUACK! QUACK! QUACK!

1) What's it like to be a the most famous duck in the world?

Edd: "Utterly, totally, hot-rockin'ly, awesome and wicked!!!!"

2) Where did you get that amazing green mohican?

All cool funky Mallards are born with narurallyh awesone haircuts!

3) How do you feel about being the star of the Ed the Duck computer game? Have you played it yet and do you feel any pain when you die on screen?

Of couse I play - I';m in i8t!! I like being the of any6thing especially a totally brilliant computer game starring ME!

4) So, (presumably from the last question), you're a bit of a web hand on the old computer and spend a lot of time in front of a screen of some sort. Do you have any favourite computer games or films that you enjoy watching or playing.

My favourite games are:

Gone with The Wilson!! Quack to the Future!! and Roboduck!!

My favourite computer games haven't been made yet but when they are they'll be:

Wallop Wils!! and Blast the Butler!!

5) You're well known for your talent as the first duck of Children's BBC but how confident do you feel about your entry into the world of pop? Do you think you can outsing Kylie and won't she get upset if you overtake her in the charts?

I've been advised by close friends to have singing lessons - this must be 'cos they know that I'm a pop phenomenon in the making, at least that's what they tell me.





6) There's been some controversy in the press recently concerning a supposed rivalry between you, Count Duckula Donald and Daffy Duck. How do you answer these farmyard rumours?

They are nothing but Farmyard rumours - those duck doods are some of my best mates! I only get my feathers ruffled by BUTLERS!

7) Did you'let Wilson the butler, have a part in the computer game?

Of course I did - every cool computer game needs a nasty evil enemy to zap!

8) Nowhere in the game do you stop to watch Blue Peter, does this mean that the duck in the game might be an imposter?

Blue Peter is my mega top favourite show. Whatever showbiz gig I'm doing, I'll always stop to pick up tips for when I'm asked to audition to be the next B.P. pet. I don't care if the 'Edd' in the game doesn't stop to watch too, it means less compertition for the job.

9) Ed, you're young, you're famous, you're a household name. In fact, it's been said that you're a legend in your own duckpond. How do you cope with the stress of stardom?

Stress? Wot stress? Having chauffer driven cars, going to hot rockin' pop parties, answering millions of screaming fan letters every day, making videos and records.....if that gives yhou stress then you're not a cool happenin' dood.

10) And finally, now that you're a computer game, a TV personality and soon to be, popstar, will you be having to hang up your flippers as far as TV is concerned?

As long as the fans keep screaming, I'll keep preening!!! Ha ha!





EDD THE DUCK

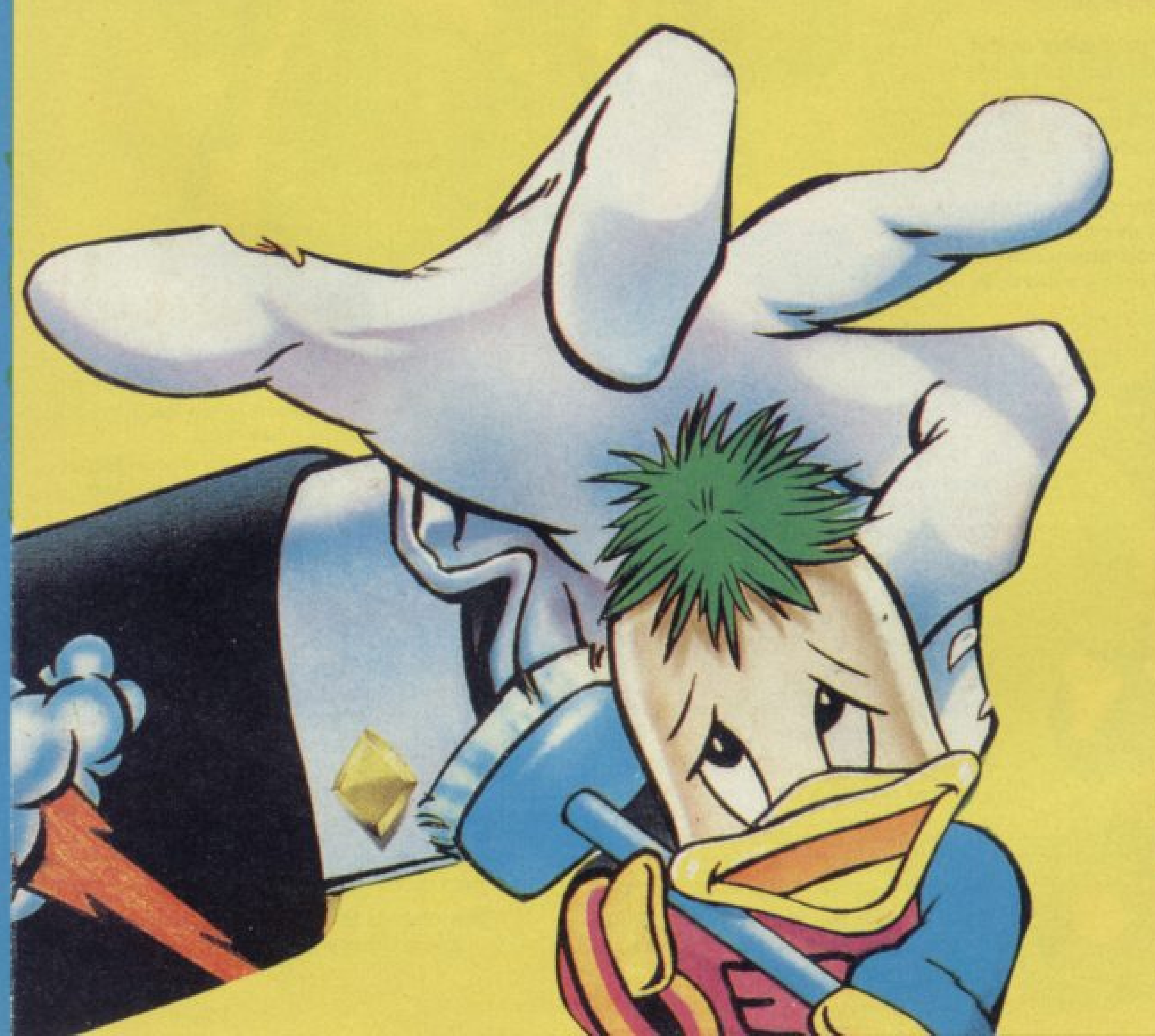
Turtles watch out! The latest fearless TV hero to make it to the computer screen is small, yellow, has a green Mohican haircut and a nice line in wise-quacks (groan). It's Edd the Duck, best "friend" of Andi Peters, all-round media personality and star of Childrens BBC, starring in the first licensed game title written by Zeppelin (though the game actually appears on the full price, Impulze label).

As you'd expect, Edd the Duck, the game, isn't a blood-spatteringly violent exercise in slaughtering aliens,; it's a cutesy Mario Brothers-style platforms game in which the worst that can happen to anyone is that they get a bop on the head with one of Edd's magic snowballs, or an unexpected dip in the lake.

In his quest for TV stardom, Edd has to collect 20 stars hidden all over each of nine levels before he can progress to the next. Each level represents a different episode of his TV series. He starts off at the bottom of the screen, and can leap high into the air and flap left and right. As he ascends the background changes to a winter landscape with snowmen, Christmas trees and puffs of wind, provided by the boffins of the Special Visual Effects department.

The background graphics are very colourful but not very detailed, though things are livened up by some of the moving baddies, which include the grasping hand of Wilson the butler, evil teddy bears, fish wearing sunglasses, flapping umbrellas, and bumble bees.

The trick is to leap around the platforms collecting stars





without bumping into these baddies; if you do, you take a tumble right back to the beginning of the level. You have four lives (or "takes" in filming parlance), and each time you lose one, you spin drunkenly through the air, then sink downwards in flashing-on-and-off mode. If you steer carefully, you can land on a platform as you solidify, saving you the trouble of clambering up all the way from the bottom again.

All Edd has to help him on his journey are his magic snowballs which he can fling at baddies to stop them in their tracks for a few moments, so that he can leap over them without danger. Those of us hoping to find nuclear rocket launchers, armour-piercing grenades or ninja stars on later levels will, I feel sure, dissapointed but the pacifists amongst us will be quite happy.

Edd the Duck is a very standard arcade-adventure which will probably keep you entertained for a few hours. But it's generally too derivative - the Beeb have proved many times in the past that they know nothing about computer games (they're still trying to push the BBC B micro, for goodness' sake), and Edd the Duck looks more like the product of a committee meeting than an inspired programming effort. Quack quack indeed.

ED THE DUCK

Label: Impulze
Price: £9.99 48K

GRAPHICS	76
SOUND	60
PLAYABILITY	72
LASTABILITY	69

OVERALL 72%

Chris Jenkins

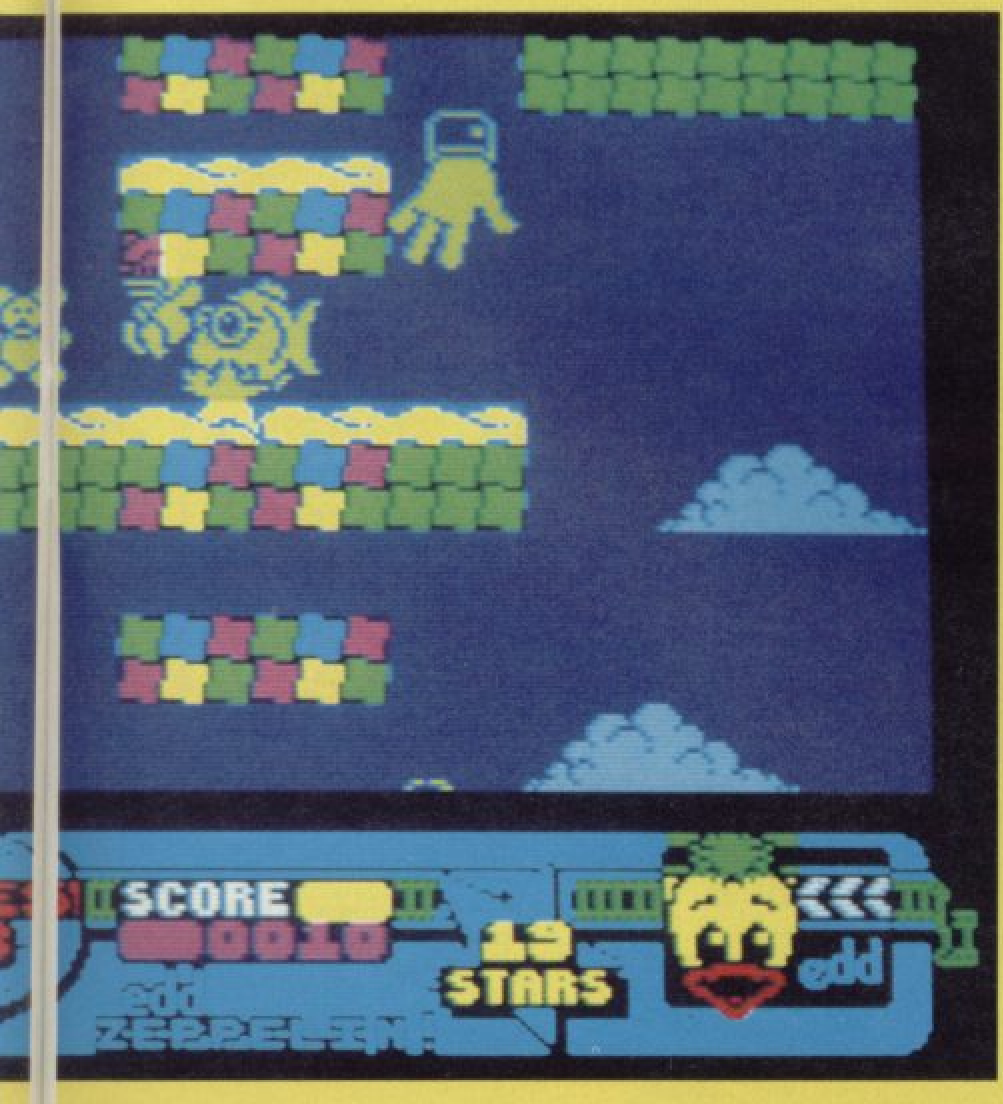
He's cute, he's cuddly he's bound in BBC tape and will appeal only to true Edd fans.











DRAGON BREED

Imagine R-Type with flying reptiles and you have the main thrust of Dragon Breed - it's a fair comparison, 'cos this is also an Irem coin-op conversion, hurrah! Nonsensical sword-and-sorcery plots merge with non-stop trigger-finger action in this aerial blast-'em-up, which compares interestingly with the ancient Durrell title Thanatos, another dragon flight simulator.

In Dragon Breed, young King Kayus of the Agamen Empire faces the sorcerer Zambaquous, who has released the forces of darkness, which are eating away the world, as forces of darkness tend to do if you don't immediately wipe them away with Domestos.







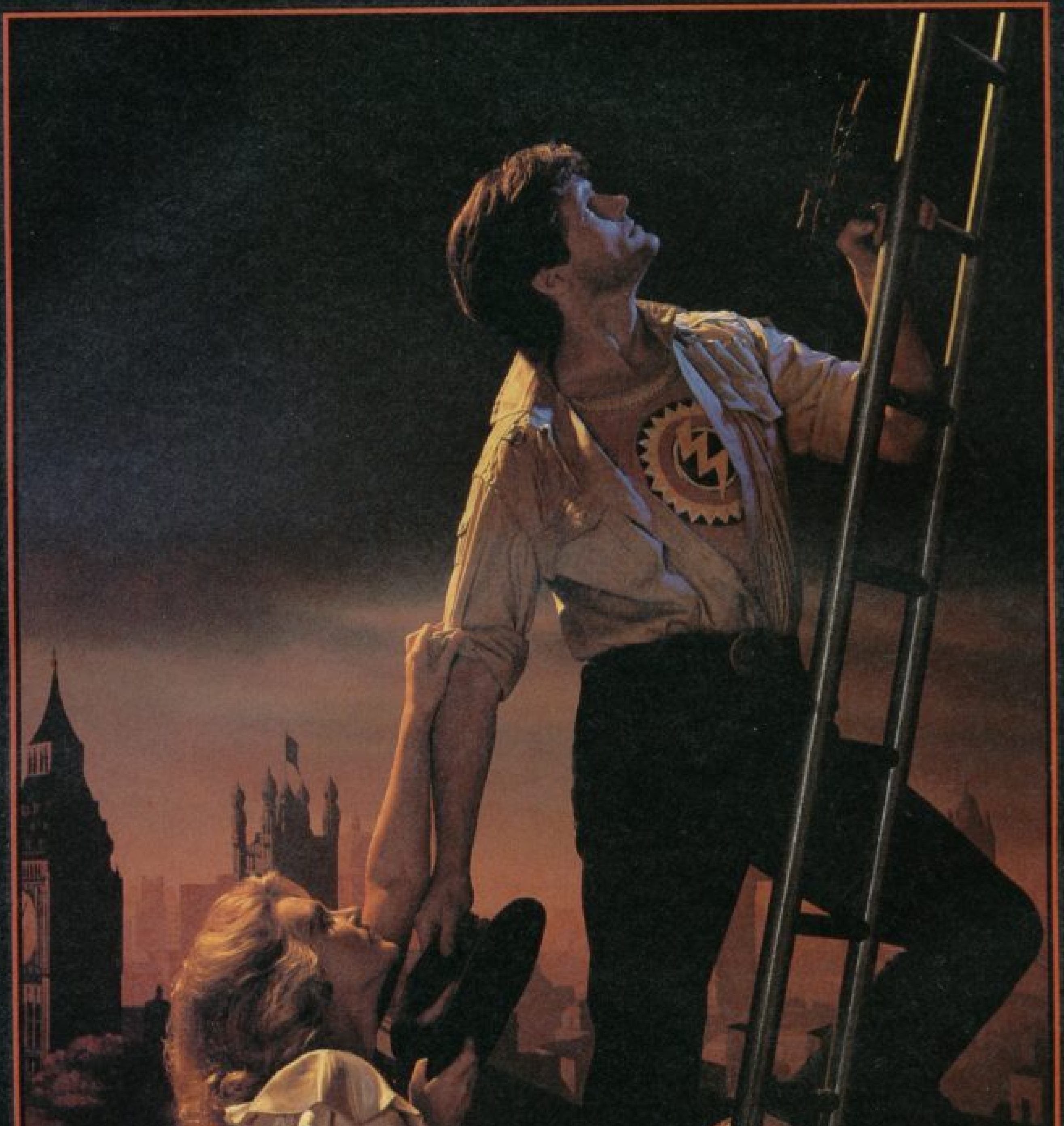
Kayus flies into battle on the war dragon Bahamoot, who looks a bit Chinese to me; it's not because he has slanted eyes, but because he's long and snake-like and multi-jointed, not the standard EEC dinosaur-like dragon with wings. Because Bahamoot flexes as he flies, you can manoeuvre him so that his tail protects you, warding off enemy missiles from your position mounted on his neck. You are armed with a crossbow which shoots an endless supply of magic bolts to kill the nasties. If you hold down the fire button, Bahamoot's dragon breath builds up, and when you release it, a roar of flame scorches the baddies. Does this all remind you of something? I thought so. As with R-Type, you can also pick up extra weapons by collecting tokens dropped by enemies. The dragon changes colour to indicate the weapon currently in use; red for flames, silver for Homing Dragons (teeny silver dragon-shaped missiles), blue for lightning bolts, gold for protective scales. There are three power levels for each type, and if you have the gold scales you can coil the dragon protectively around Kayus. It's also possible to dismount to collect tokens from platforms. When you jump off, the dragon continues to circle over you and can be controlled in up/down directions, and brought down to earth for you to leap back onboard. There's a time limit for each level, so you shouldn't waste too much time walking around - fly, boy, fly! The nasties are excellent - loathsome insectoids, demons, giant spikey fleas bearing weapons pods; let's face it, apart from the lack of any background features this could be R-Type 2. There are six multiload levels to complete. The screen scrolls slightly up and down as well as left and right, so there's a large playing area and plenty of room to manoeuvre even around the biggest and nastiest baddies. Programmers Bob Pape and Nick Cook have made a damn fine job of this conversion; quite rightly, speed and joystick response have been given higher priority than complex backgrounds or flashy graphical effects. Music and sound FX are good too. Though looked at critically Dragon Breed is nothing more than a variation on the horizontal-scrolling weapon-collecting shoot-'em-up, it's a fine bit of work and if you don't get it you'll turn into a nasty warty toad.





MicroStyle

Keep it warm Honey!



ATARI ST., COMMODORE AMIGA, TANDY AND IBM PC COMPATIBLES.

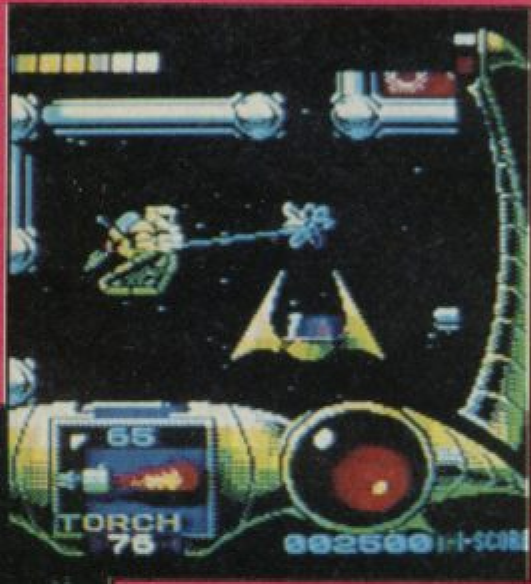
RICK DANGEROUS 2

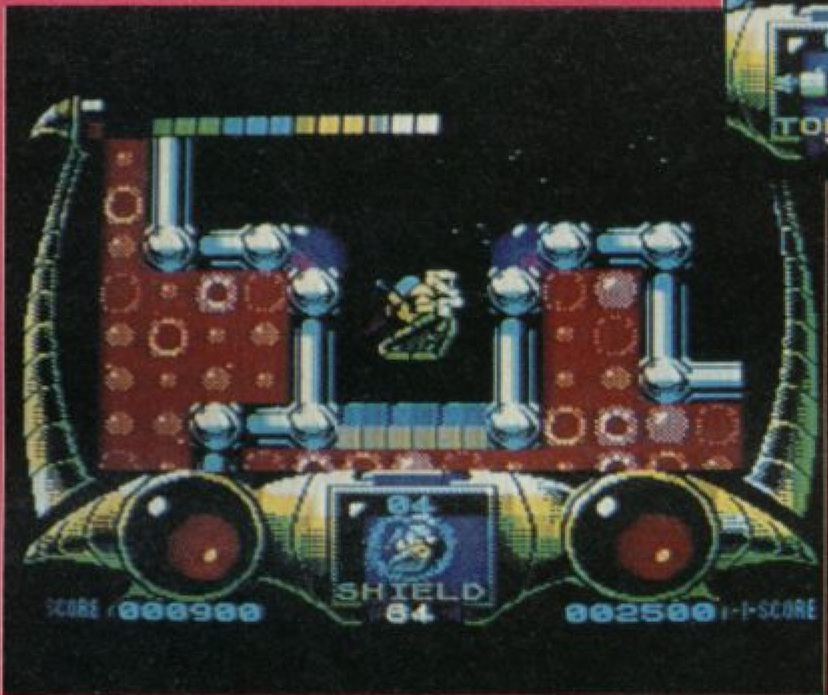
EXTREME

EXTREME - The levels:

Level 1

Get the Crystal to replenish the 'Navigator's energy. Suited in a exo-trak suit equipped with your kebab burner, you must find the crystal and you'll need to open doors by shooting the red buttons and turning them green.







There's nothing like a home fire is there? Unless of course you have your very own flamethrower with which to warm the cockles of your heart whilst you burn all your enemies to a similar consistancy as a furance cooked kebab. And Extreme has just that flame thrower.

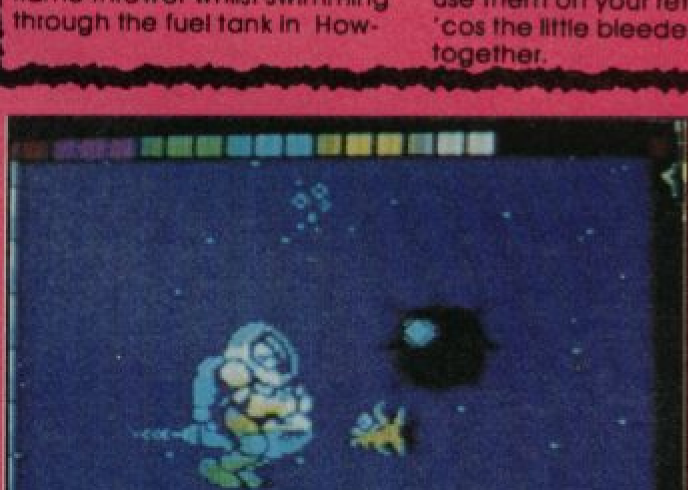
Here's the lowdown on why you have a showdown. Pioneer 10 as we all remember was sent out in 1972 complete with the porny pictures of a man and woman and a simple star chart showing any (hopefully) benevolent life forms where we live so that they can drop in for tea sometime. Powered by nuclear batteries, Pioneer 10 zapped off, bleeping its way into deep space until its batteries gave out. But now it's started sending messages again, and starts returning to earth within the cargo bay of a friendly life form. Unfortunatelty, he's so friendly that he left his back door open and a group of intergalactic pirates have steamed aboard.

Here's where you come burnin' in. The ship carrying the probe, crashes and you're the first on the scene. Can you fight your way through all the Steg pirates, save the friendly life form and turn off the self destruct mechanism that the 'Navigator' started when he was boarded?

This really is a good game, with superb use of colour and a rave of music that plays throughout the three levels. It's got a great heritage in terms of programmers as well as Nick and Dave were also involved in last month's SU classic, Teenage Mutant Hero Turtles and they're programming ability

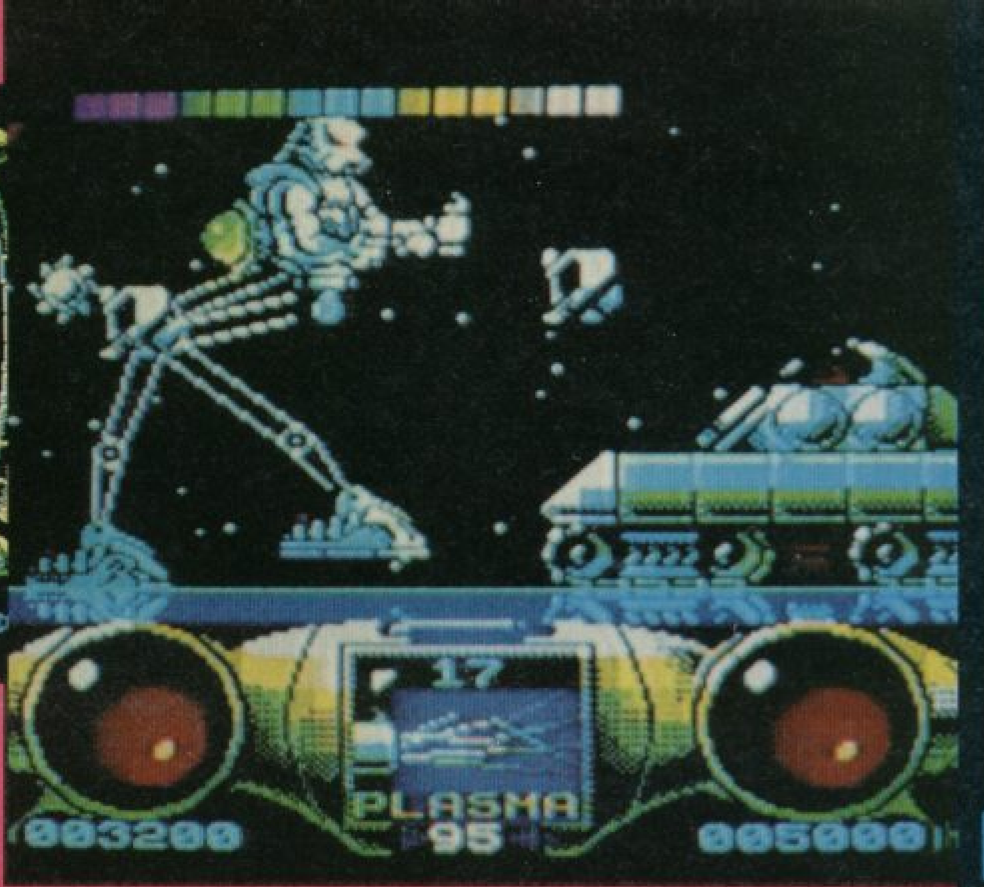
Level 2

Swim through the fuel tanks to get to the cargo bay. You have no flame thrower on this level. Well, imagine the mess you'd make using a flame thrower whilst swimming through the fuel tank in However, there are some sonic mines in the tank which will activate if you bump into them. They'll clear the screen of amazing fish-like goalkeepers, er sorry, Steg pirates, but try to use them on your return trip 'cos the little bleeders shoal together.





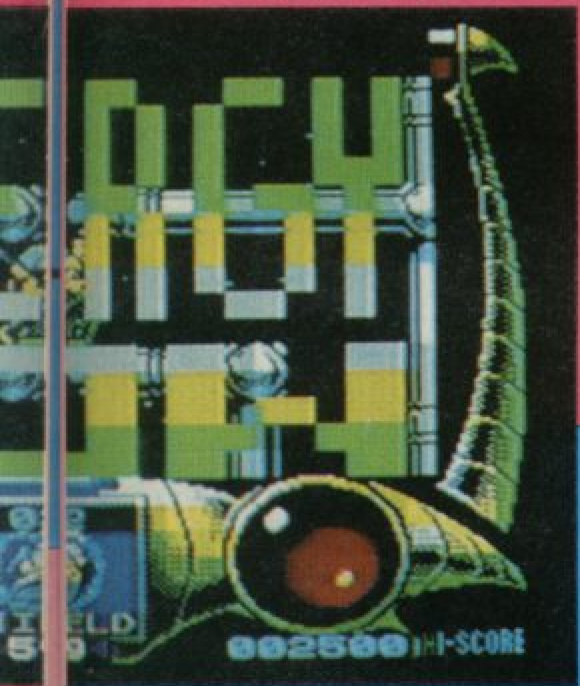




Level 3
Destroy the self destruct computer. Now we're ready to rock and roll. You find yourself at the helm of an inwalker, a massive piece of tecno-blastery, which has a limited amount of plasma bolts which you must wisely in order to destroy the tank at the end of level.

EXTREME	
Label: Digital Integration	
Price: £10.99 Cass 48K / 1 Load	
GRAPHICS	88
SOUND	84
PLAYABILITY	85
LASTABILITY	86
OVERALL	87%
Garth Sumpter	

Good game, good gameplay, good music, good grief! Why not buy this and blast a few aliens!





PROFILE

DAVE

Started programming at school in Belfast N. Ireland at the tender age of 15 where he sent games to Tim Hartnell and used the proceeds to buy immense amounts of sweets and use them to feed his friends and loose all his teeth.
Met MicroGen at a ZX Microfair and was offered his first programming job for the Ferrari busting salary of 3,500 a year. It was too good to be true. Clutching a bag a sweets with his security blanket tucked into his back pocket, he made his way across the sea to Ashford in Middlesex. Since then Dave's had a string of hits on the Spectrum including:, Herbert's Dummy Run

Fave Oldie: The Queen Mum. She's bleedin' great, cor blimey gov'nor, doncha just luv 'er! Err begorrah!

Fave game: Sneaking up behind people with a plastic cup with the side 'squidged' in, putting it over their ear and them just straightening it out. It blows their brains out. It's really a two player game though.

Favourite Coin Op: Fruit machines in Devon, with the difficulty level set for farmers. A great way to make a few bob.

Fave food: Anything that doesn't require either plates or washing up.

Fave band: Heavy duty elastic ones for flicking at Nick.

Fave TV: American Freestytle Wrestling. The techniques learnt can come in useful when it comes to getting our fees out of software publishers. Except Fergus of course, he's a gent! (Pity about his girley Porshe though!)





PROFILE

NICK

Left school at 16 (with ALL his teeth intact), and went to work for a company called Softstone in Brighton who did a lot of Ocean conversions. Nick's starting salary was 5,000 so he only wore designer clothes and raced the very best skateboards and unicycles (yes, he really can Games: he's been involved in are: V for Ocean Outrun Slapfight Bravestars.

Fave Oldie:
3D Death Chase (Micro Mega)
Fave Game:
EXTEME(ly predictable) - So what's a bit of nepotism bewteen friends.)

Fave Arcade:
Ivan 'Ironman' Stewart's Off Road Racer "The two player game is the real business. The arcade machine is what 10p's are made for."

Fave food: Lasagne and french bread. Yummy!
Fave band:The Adventures. (Who dey?) They're an Irish band that are the next step on from U2. A kinda Irish Simple Minds.

Fave TV prog: The good 10 minutes from Tommorow's World. It's the only real science program on TV these days.






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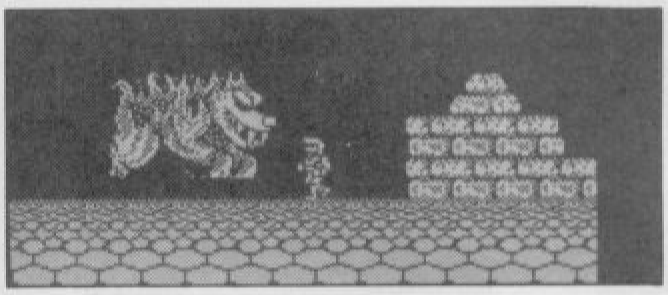
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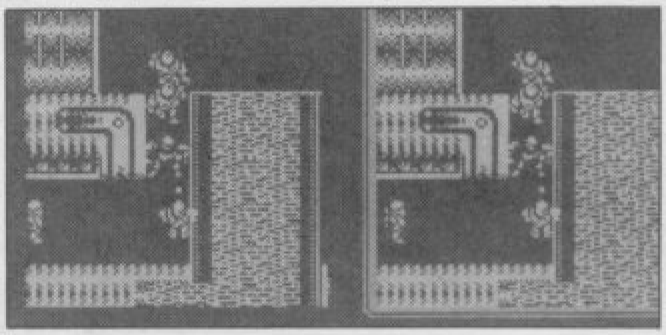
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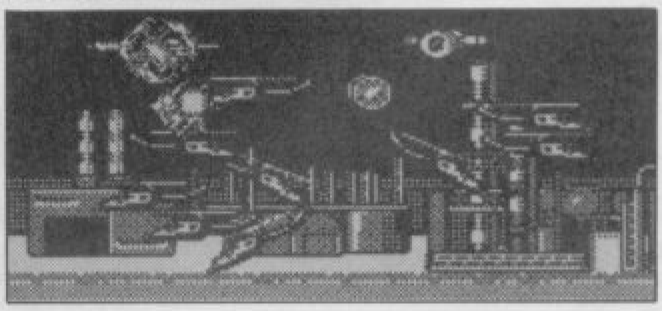
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GARTH
ANDREA
CHRIS
THE S.U CREW IN LAPLAND...
THIS SKIING HOLIDAY WAS A GREAT IDEA!
YEAH, BUT WHERE'S ANDREA?
HELLO BOYS, I DO HOPE YOU'RE ENJOYING YOURSELVES!
SHE'LL BE BACK AT THE HOTEL AGES BEFORE US!
...AND TUCKING INTO LUNCH BEFORE US!!
LOOK!
IT CAN'T BE!
IT IS...
IT'S SANTA!
GEE MR CLAUS IT'S A PLEASURE TO MEET YOU!
I'M A BIG FAN OF YOURS!
OH YEAH!
GET OUTTA HERE YOU DIRTY RAT! - I'M SICK OF PEOPLE LIKE YOU!
YA PUNK! MOVE, YA BUM!
YA!
SINCE WHEN DID REINDEER TALK LIKE THAT!
WHAT HAPPENED TO "YO-HO-HO MERRY XMAS"
BACK AT THE HOTEL...
RECEPTION
YES, LITTLE PERSON?
TAP!
PLEASE LISTEN...
whisper mumble whisper
SOME TIME LATER...
SLOW-COACHES
BUT WE MET SANTA!
I COULD DO WITH SOME FOOD!
... HE HAD A REALLY BAD ATTITUDE!
I WAS SPEAKING TO AN EX-HELPER!
HE WAS DEFINITELY STRANGE
... AND I'M STILL HUNGRY!
WE CAN GRAB SOME FOOD, BUT I THINK WE HAVE A JOB TO DO!
YEAH, LET'S CHECK OUT SANTA'S GROTTO - EXIT STAGE RIGHT!


SANTA'S TRATTORIA
I THOUGHT SANTA LIVED IN A GROTTO!
MAYBE WE CAN GET SOME FOOD NOW
SHH! LOOK AT THAT!
BUT IT EXPLAINS A LOT!
I DON'T BELIEVE IT!
YO HA HA DISSA SANTA SCAM ISSA GOOD BUSINESS!
WE CAN SELLA DA TOYS FOR A PLENTY PROFIT!
CRIKEY! SANTA - AND HE'S TIED UP!
THOSE SWINE WANT TO RUIN CHRISTMAS!
WE'VE GOT TO DO SOME-THING!
AND OL' GARTH'S GOT A PLAN!!!
WHO'SA DAT ATTA THE DOOR?
KNOCK! KNOCK!
HOWL!
HI BOYS! COMING OUT TO PLAY?
HERE I COME!
AVALANCHE!
ME FIRST!
BACK FOOL!!
DIRECT HIT FOR THE S.U CREW!
AND XMAS IS SAFE FOR EVERYONE!
THANKS S.U CREW! THOSE MOBSTERS WILL BE SPENDING XMAS IN JAIL!
YOU'VE SAVED THE DAY AGAIN!!
MERRY CHRISTMAS
from the S.U CREW
(OLD & NEW)

'PEN'DEMONIUM

SWOPSIE THE NOO!

• I am a 12 year old boy who would like a pen-pal to swop games with. I own a 48K Speccy so, if you are interested in swops, send me a list of your games and I'll send you a list of mine!! (Oo-er!)

Ross Yuillo, 11 Glenartney Rd, Muirhead, Chryston, Glasgow, G69 9NS.

ONE DOZEN YEARS

• Hi, I am a 12 year old boy looking for a 12-14 year old male or female penpal to swop Speccy games. You can write to me at;

David Taylor, 180 Cedar Rd, Abronhill, Cumbernauld, Glasgow, G67 3BJ

• Hi! My name is Richard Ulrich and I'm 13. I like Robocop, Rick Dangerous, and Monty Python's Flying Circus. I like football management games, adventure and trading games. I have a +2a with data recorder and over 75 games. I like Guns N' Roses and am looking for a pen-pal between 13-15 of any sex (oo-er!)

Richard Ulrich, 5 Broom Grove, Rhosneani, Wrexham, Clywd, LL13 9DL

MASTER BLASTER

• Hi, I'm a cool guy with a 128K Speccy and more than 100 games. I'm 12 and I like role playing games and adventure games but I don't mind the odd blast either. Write to me at: Andrew Fairlie, 145 Kinghorn Rd, Burntisland, Fife, SCOTLAND KY3 9JW

BLOODY VIOLENCE

• I am 11 years old, a plus two owner and I like head bashing, blood smashing games. I would like someone to swop games with. I got some mega games that I can lend for a while too. So, please, please, please, please (I could go on all day) (Oh no you couldn't - ED).. Write to me NOW!

Nick Wood, 2 Yew Tree House, Queens Rd, Crowborough, East Sussex, TN6 1PS.

FARMYARD CORNER

• Hi there! My name is Richard and I seek a pen-pal. I am 11 years old and have a Speccy plus 2. I like the Turtles (Cowabunga dude! - ED), and also enjoy Games Workshop miniatures. I have 14-16 dogs, 1 cat, 3 gerbils and a goldfish and prefer fighting games. (I'm not suprised with the dogs chasing the cat, the cat eating the gerbils and the goldfish having to watch - GARTH). Please send any letters to:

Richard Calver, 14a Central Rd, Leiston, Suffolk, IP16 4DD

Dear SU, I'm not afraid to use the British Postal System on a regular basis, so please print my message and address.

Message ______________________

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Name: ______________________

Address: ______________________

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KNOW YOUR (BIG) CHEESES PART 1

Here's a novel little bit of pseudo-journalism, specially designed to let you, dear reader, gain the ancientsee what the big cheeses get up to when they've had a few sherbets and have let their hair down. Number one in the seris starts off with the enigmatic Mr Geoff Brown of US GOLD. Yes, this talented man who is a legend in the software world, a veritable condominium of diverse talent, who has been on the game scene since the year dot. Some would say that he's looking a bit tired now and should at least take a half time slice of orange or a bottle of Sanatogen but not our Geoff. Oh no missus! He's up at the crack of dawn every day, beavering about. Silly old fool; he should know better shouldn't he? But he does it all for his deep seated passion of computer games, orphened kittens and having oodles of money for piano lessons. Anyway, here's Mr Brown doing, (or having) a bit of a turn.



CAPTION COMPO

With each volume we do in BIG CHEESES, we'll be running a caption compo in comjunction with them. The prize will either be a night out with the Cheese, or a bundle of software (that's £20's worth to you)



Here we see Geoff, seated in truely reagal style behind a grand piano, (that's actually worth a lot more than that!) about to tinkle the ivories and give a heart rending rendition of one his most favourite songs to the assembled masses of the computer industry at a recent US Gold launch. So, there's the GEOFF BROWN CAPTION COMPETITION Just say what song he's about to play or just add a speech bubble and send your entries to:

BIG CHEESE CAPTION COMP, SU, Priory Court, 30-32 Farringdon Lane, London, EC1R 3AU to arrive here before the 18th of January.



AN IDIOT WRITES

Oi you lot at SU, I am the Tartan Idiot. I'm writing to you about that totally mega game " Midnight Resistance ". On the back (left picture), the player has approx 9 lives on level one. This is not possible unless you have a very good cheat. You can't get extra lives until level 3 (end of level 2 shop " 1 up " option). If you know of a cheat please could you print it. If you don't know it contact Ocean software and get the cheat then print it.
Could you mention a few poeaple for me please, they are: Andrew Robertson, Peter Rattray, Craig Murray, and Kevin (Pigeon) Rea, also Kev Wildgoose. See You!
P.S. SU is the best 8 bit mag on the market.
P.P.S Why are Crash and YS so crap compared to SU?

The Tartan Idiot.

- ***Hey, there's always a cheat but they always appear on the pages of the Hacking Squad. Yes, we believe that SU is the best Spectrum mag. And in answer to your last question, why should you want to compare the 3 mags? Each mag bleeds every month to bring their readers what they want. As long as you're getting what you want from SU we're happy. (That was a party political braodcast on behlaf of the 'Be cool about your competitor's party')***

(RE)ENTER THE DRAGON

Not so Dear Garth (You Plonker). One day many moon's ago I was reading my S.U. when I came across the Double Dragon 2 review (87%). Didn't seem bad so I went hunting through all the shops and at last I have got it and it is CRAP I I couldn't believe it ! D.D.I was better. It goes so fast that you don't have time to see what's happening. Anyway, here is my Fax-Box for DD1 and 2.

	DD1	D.D.2
Graphics	**75%**	**75%**
Sound	**50%**	**49%**
Playability	**85%**	**5%**
Lastability	**90%**	**1%**
Overall	**85%**	**15%**

(Scientists result on D.D.2. We found it was CRAP, CRAP, CRAP, and we also found 10 out of 10 people would rather listen to Jason Donavan).
P.S. Garth. Send me loads of good games or I'm going to blow up your cat and change your Mother into five of your Mothers so there!
P.P.S. The Turtles demo has made my feet hit the street and start looking for it.
P.P.P.S. Do you know where I can get Sim City?

Barry Parkinson, Sandgate South Shore, FY4 2NA

- ***Turtles, the game is skill, bodacious and rad. That's why we got the demo. In our never failing attempt to bring you, dear readers, the very...(that's enough of that old blarney!) Oh yes, no-one blows up my pussy so you'll have to find Sim City yourself!***

MICRODRIVERS

Dear SU, I wanted to know why there are no recent games for the microdrive, as these are better then tape and maybe even disc? I think it's good riddence to Jim and you're a far better Ed.
P.S. Keep up the Six Of The Best, It's ACE!!!
P.P.S. Things to do with Crash. Take out the "sh" and put in a "p". Take out the "Cra" and put "It" on the end.

Yours sincerley, Julius Naim.

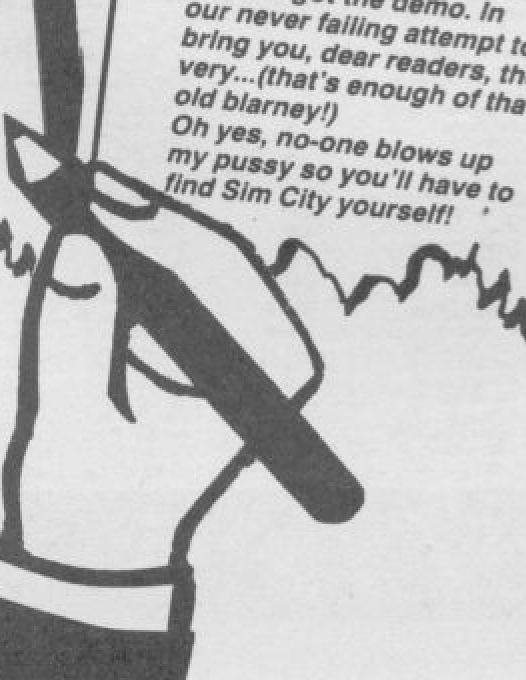
- ***Jim was shit? Saying nasty things about Crash the greatest mag in the cosmos? You've made me mad. Have a badge and forget about commercial games on microdrive - the market just isn't big enough for software houses to support***

HARD SELLIN'

Dear SU, How could anyone possibly give Hard Drivin' a measly 76% its wellard (Drivin'). Its the first speccy game I've seen with a full compliment of gears and a clutch, however did Binary Design convert such a massive drivin' sim onto the spec, they've done it superbly.

Ben (Driving us mad) Hollis

P.S. It should have been scored 91%
P.P.S. Here are my top ten games:- R Type, Chase HQ, Rainbow Islands, Turrican, Strider, New Zealand Story, Midnight Resistance, Stunt Car Racer, Fighter Bomber, Cabal
P.P.P.S. Will Strider II filter down to the Speccy.



THE Write Stuff.

So you think that Garth doesn't know his Arkanoid from his elbow? Is Jason as good at beat 'em ups as his black belt in Thai kick boxing pro claims? Is Mr Chris 'Hateful' Jenkins really an ace reviwer or is he really a form of highly developed vegetable from the planet Scibbly? Here's your chance to tell us what YOU think about the game marks. Every month, the best letter will be awarded £50 of software picked out of the boot of the Cav. Want to write now? Send your stuff to: The Write Stuff, SU, Priory Court, 30-32 Farringdon Lane, London EC1R 3AU.

VALUE CITY

Dear SU, Value for money. What I am talking about? Why the new rad game from Ocean of course, "Midnight Resistance". This is the first game that I would definitely say was worth every penny. the speccie was definitely used to its full capabilities and the graphics were awesome. This game should of rated:

Graphics 95%
Sound 80%
Playability 97%
Lastability 92%
Overall 96%
Lastability 80%.

HuH! This game is so addictive, you just want to comeback for more blasting mayhem. The mag by the way is in its own league compared to other rivals.

SU is definitely the only read.

S Dabia, Coniston Road, CT19 5JQ

UNTOUCHABLE

Dear SU, I would like to congratulate you for you excellent review of "The Untouchables". It well deserved the classic. The review was good but I disagree with the fax box it should have been like this:

Graphics 97%
Sound 85%
Playability 90%
Lastability 90%
Overall 99.9%

Anyway a good try. Here's 20 quid to buy yourself some software as I think you have tried hard to review "The Untouchables".

Keep up the excellent work SU!!

Deven Raval, P.O. Box 12 Blantyre, Malause

CLASSIC RICK

Dear SU, Have you got your knickers in a twist? After franticly saving I bought Rick Dangerous 2, then SU. My God, you've really gone mad, 'cos after playing RD2, I was hooked (to say the least). As I said, you're bloody mad. There is no SU Classic sign anywhere. New York Warriors got crapper marks than RD2, and you gave that an SU Classic! I'm glad I bought RD2 first and not SU, otherwise I might not have bought it, huh! So Gary Liddon, you can stick that review down where the Monkey puts his nuts I RD2 gets 100% or else!

Yours threateningly, Michael Dean, N. Yorks

• ***Yes indeedy, Mickey me old mate. You're completely right. (Eh, are you sure?) Rick Dangerous II WAS a classic. You may have noticed a small space in the review. This was the spot that the classic logo was taking up before it fell off the board. Oh no, it's a dissaster but worry ye not! Amanda's bought some extra sticky glue now so everything will stay in place.***

OVER THE RAINBOW

Dear Sinclair User, My favorite Computer game is Rainbow Islands, its ultra cool and Ocean made a good job of it too. This game is really fab and I love the Graphics of bub when he runs across a platform. I also think 94% was spot on and thank Jim for giving it that and I think I have a new hi score for Rainbow Island which is 543,180.

Christian Hall

P.S. I was pleased to see the Rainbow Island cheat in the September issue. I was one of the people who sent you this cheat, and wondering why you didn't print my name. Your mag is brill.

CHALLENGING DALEY

Dear Chris, (Yes you, the demented mad raving looney low life). Yes it's one of these, a letter of complaint. I'm having a go about your review of Daleys Olympic Challenge which you gave 60%. It actually deserved 90% because the graphics are brill (like SU), and the 128k sound. This is by far the best hit squad-release (even Garth could have done a better review in his Cavalier). How can you say, "The graphics and animation are decent", when you gave them a stringy 69%. So I hope you print this letter and let the world know what I think of you Mr Jenkins.

P.S. The best hit squad release was Matchday 2.

P.P.S Oh, I forgot, here are my ratings:

Graphics 89%
Sound 95%
Lastability 92%
Value for money 100%
Overall - a lot better than you did sucker - 90%

Come on Chris, we know you can do a good review sometimes!

P.P.P.S And I still gate Garth for giving batman 70% so he should be shot. This is my eigth piece of paper for trying to write this thing out.

Johnathen Watkins, Kent.

• ***Chris Sez: "I'm not suprised that it took you three attemps to write a letter if you really believe that Daley's worth a 90%***

WHAT A HUGHEY

Dear SU, What a crap review on Emy Hughes Arcade Quiz. The following happened. Bought SU. Saw 92%. Bought E.H.A.Q. Loaded it. Played it. Took it out of the recorder. Shouted S*%T! Threw it at wall. That stopped that little sod Emlyn grinning!

Yours laughingly, Frank Hewn,

• ***Anyone that can stop Emlyn Hughes grinning must have a badge. In fact, have two.***

Oh no it's... CHRISTMAS





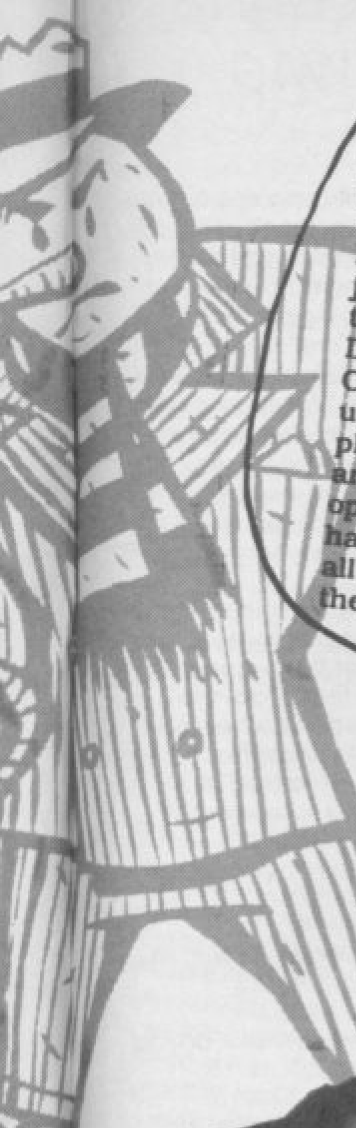
"Ho, Ho, Ho! Merry Christmas, boys and girls! It's that magical time of year again, and I know you're all going to have a lovely time, singing jolly songs, playing super games and enjoying the feast of Christmas entertainment with your family! And if you've been good boys and girls, Santa will come down your chimney and give you lots of lovely toys, so you have another wonderful Christmas to remember for ever!"





"Fat lot that old fool knows! It's alright for him, nancying around on his sleigh, climbing down chimneys and glugging down the sherry and mince pies! It's not so much fun for the rest of us - you have to put up with your horrible relations, especially Aunt Matilda, the one with the scratchy chin who insists on kissing you and gives you a revolting pink jumper, and there's nothing to do all week except watch The Great Escape on the TV for the hundredth time, and throw snowballs with stones in them at the carol singers! And I have to stand in the corner like a big poof covered in baubles!"









Did You Know.....

JC was (born) here!

Christmas is the Christian celebration of the birth of Jesus Christ on the 25th of December. It is very doubtful, even to believers in Christ, that this is the actual date of JC's birth, as the festival was not widely celebrated until the middle ages, although many pagan rituals were celebrated around this time because of its proximity to the winter solstice.

WHEN IN ROME

There is controversy surrounding Christmas. Some say that the festival is based upon the Saturnalia, a Roman festival in which the slaves and masters of a Roman household would change places for one day. Meaning that the master of the household would serve his slaves with wine and food whilst the slaves lay back in sumptuous luxury (Did someone say Sumpter?).

CHRISTMAS SPECCIES...

Amstrad have announced that they forecast selling 100,000 Spectrums this Christmas. If they manage that it will bring the total number of Spectrums sold to just over 5.5 million units. That's a lot of memory in fact at least 264,000,000K based on only 48K machines. You could run one hell of a program in that!

A 'CHRISTMAS' CAROL?

Carols are not limited to Christmas. In fact a carol is any song that is sung at annual, religious festivals. Some carols actually originate in folk songs whilst others are borrowed from secular music or specially composed.

THE REVEREND FATHER CHRISTMAS

Old Santa Claus, is based upon St Nicholas who was a 4th century Lycian churchman. He worked his way up to become... no, not a cheap and cheerful alternative to the Post Office but the bishop of Myra. He was eventually cannonised and is a popular saint in eastern churches. He is the patron saint of children, mariners and oo-er, pawnbrokers his emblem being three huge balls.



TELL IT TO GARTH

MY END OF GAME MESSAGE WAS RUBBISH.

Dear Garth, About these crap end of game messages. Well, I've had a lot of experience with these thingies and by god do they make me mad. Here is my list of the worst offenders: Shinobi - No message, it just says "Rewind the tape for level one". Shadow Warriors - "You have finished Shadow Warriors". Robocop - Something like,"You have rescued the President but the fight against crime must go on". Hammerfist - "So die all Tyrants. Hammerfist and Metalisis are free, now begins the revolution". Silkworm - I'm not sure, but it's something about the churches being blown up but the people didn't mind.

The messages are bad enough, but some of the games are sooo easy, for example, I finished Shadow Warriors the second day I had it, Hammerfist only took 2 days to complete, and then there are the other sort of game which are almost impossible, i.e, Predator. Anyway, I'll bog off to bed as it is 3:10 am. I'll end by saying something funny..erm..mmm..CUCUMBER!!!

P.S. Here are 5 reasons to print this letter.

1. My dad runs the British Mafia.
2. I'll cry if you don't.
3. I'll say "Oh dear!" and carry on with my life.
4. Because I say so.
5. I'll stand on my head and make animal noises.

Mr Lostnoodle, Amersham, Buckinghamshire.

- *Here are five reasons why I'm sending you a copy of 3-D Pinball by Mastertronic*
  1. You're mad
  2. I'm mad
  3. I think cucumbers are hilarious. (Have you ever taken one out on a date?)
  4. I'm writing this reply at 10.05am
  5. You forgot to put your name on the letter.

SHOW OFFS CORNER

Dear Show Offs corner, over the last few months I have completed, Midnight Resistance, Sly Spy Secret Agent, Dragon Ninja, Shadow Warriors and Chase HQ - and I have proof. On Midnight Resistance you climb a ladder and the family that you rescue all look at the sun; Dragon Ninja has a crap message that says, "You have completed Dragon Ninja", and Shadow Warriors has anoather crap message saying, "The Demon is dead. You have completed the game." Chase HQ has four pictures with a pair of shaking hands in the middle and Sly Spy on the final screen there is a guy with a cigar in his mouth, doing nothing at all. So I shot him and a message came up saying "The World is Saved"

Neil Pemberton, Wolsingham, Durham.



SUCK UP FOR SOFTWARE

Dear Garth, I am a boy whose family have a Sinclair computer and a few games. But we can't afford any more as my dad is out of work and my mum doesn't get paid very much. I read your mag as often as I can and enjoy it very much. The games that my friends say are good are, Knightmare, Intensity and Dizzy. So, if you could help in any way to get these games I would be grateful. P.S. I'm also sending you a few items. Yours sincerely, Master M Saunders, Barnstable.

- *Your story has touched my heart. It would seem that you are yet another helpless victim of the Thatcherite neo-nazi reigeme that is trying to sublimate the games buying people of the world. Have a small wad of software to put the people's fighting, shooting and alien blasting fund. Here's Dragons of Flame and Jonah Barrington's Squash, two games that dispel the evil Thatcherite dictum that SU doesn't give away software on SUCK UP FOR SOFTWARE.*

NINJA VANISH

Dear Garth, I read SU whenever I can and it's really cool! I've got 2 things to ask. Firstly, at home I play the Turtles demo a lot. When I start it looks like an 'L' on 'The map. You see I cannot go anywhere except for down manholes. Whats wrong ? Secondly, I think you should take that r**** snake off the Sorceress. She'd look much better without it !

J.A.Layton, Suffolk, IP10 0ER

- *Remember that you only have the demo there. On the complete game you can enter buildings, get into the Turtle's van and shoot the Foot's vehicles, eat pizza, save the dam......*

GETTING THE DATE RIGHT

To Garth 'Dude" Sumpter In issue 104 I spotted not one, not two, but THREE mistakes. What's going wrong with my fave mag? Mistake number one: Screen shots of Salamander on the Monty Python review. Mistake number two: You printed two letters of of Fanzine Fans. Mistake number three: In the October issue of SU the next month page said that the next issue would be out on Nov 18th. I got mine a month ahead of that. What's going on? Oh yes, and in reply to Darren Knight's letter that said SU cost too much, doesn't he know that Crash and Your Sinclair both cost 1.85 too? P.S. Can I have a prize for spotting the mistakes.

Yours spottingly, Jim Tamanguin, Credon Rd, London.

- *There's obviously no fooling you Jim me old china. Yes, the screen shots got messed up. We have a little trouble with captions from time to time, but on this occasion it was the whole picture that went walkies. Oh and yes, it was me (Garth) who couldn't remember which date we should have been coming out on and the Fanzine letter was so good that (ahem) we decided to print it twice (lies.. we cocked-up again.) Was there anything else? Oh yes, no you can't have a preeze for spootin misstooks, but youh cahn hev an SU Crew bidge ef youh promize nbot to fiend anyt morfe.*

SELL IT..

Dear Garth, Please could you help ? I don't get SU because I have a Commodore 64, so I am writing to ask if anyone in Newcastle Upon Tyne has a Speccy +2 128k for sale (with light on if possible). If you do, ring or writh to me and I will offer anything up to 50 for thbe computer and connecting leads (which are totally hopeless).

Daniel White, Kenton, NE3 3AR

GARTH'S A DUDE

Dear Garth, Wow Editor, heh, bet you're feeling pretty tubular & dudy about that hey ? I bought your radical mag yesterday as soon as I say it. It even had us guys on it. Gee, when I went in the newsagent everyone was staring at me, weird or what? Anyway, as soon as I found a manhole I went back to the sewer and loaded up the tape. As soon as the turtles demo loaded I thought WOW! Radical concept dude! Then I read the review. Your marks where spot on mega playability dude, so please, please, send me the full game. Whats that Don? Shredder captured April again?!? So long Dude, some people think I have an identity problem. Weird or what!

P.S. Sorry about the spelling mistakes, but it's hard writing with only three fingers!

From Dude, Rapheal (AKA Tom Cox), M16 8BB

- *Hey, dude. Don't worry, I've got five fingers and I still find it tricky to hit all the keys. If you're Rapheal, then you must remember that we had our pictures taken at the Computer Entertainment Show. Oh yes, and didn't you buy me a pizza too? So, please accept a small bundle of software (50's worth!) to show my gratitude!*

IT'S WHAT YOUR BOTTOM'S MADE FOR

Dear Garth, Even though your mag is crap and unfit to be used as bog roll, I still haven't missed a copy in three years. This, amazingly, is the first letter I've ever written to you and in it I'd like to give you a few ideas on how to make it even crappier, (sorry, I meant better).

All the pictures are the same or samey at least. Big hunks with swords or guns, spaceships, cars and tanks. Can't we have something different? Something a little more original and a bit less violent perhaps to tie in with the Xmas spirit?

SU Reader, Somewhereville, England.

- *Violent, us? I don't know what you mean. I've never been known to even threaten people, (except if they lean on the Cavalier's wings) and Amanda has stopped prodding me in the eye with her duck headed brolly. Even our ace cartoonist, Steve Harman has drawn some Christmas pictures of Santa, Pixies, Reindeer and even a cutie snowman to adorn the pages of this festive issue. If anyone sez that we're violent, I'll rip their bloody arm off and beat them to death with the wet end.*



Greetings, mortals. What would YOU think if you saw four large parcels sitting outside your door when you ventured forth into the new day? Would you recall the time when you went a bit mad with the latest mail-order catalogue? Would you cancel all your subscriptions to everything? Would you throw away every credit card that you possessed? Or alternatively, would you think "oh goodie, lots of readers' letters to answer"?

Yes, it was the latter option. As I dived into jiffy bags dating back to the birth of BBC2, I found untold goodies. I discovered more mail than I had seen in many an age. It reminded me of the time when I subscribed to Chain Letter Monthly, an interesting periodical that you had to photocopy six times and pass on to your friends.

In short, I now possess enough paper to circumnavigate the globe. Let's take a closer look..puts hand, with some fear, into the nearest jiffy bag, and produces..not a rabbit, but an A5 envelope.



*I*nside is a copy of Adventure Coder, a fanzine that I have mentioned before, that is still going strong, and will no doubt be doing so long after the Last Judgment, when it's editor will still be telling us how wonderful Isaac Asimov is. I agree, Mr Hester, I agree!

*B*ut there is now a very important change in the format of Adventure Coder. It has split into three separate magazines after a survey in one of the magazines revealed that about half the subscribers to it had a Spectrum of some sort or another, and editor Chris Hester drew the very wise conclusion that, as Adventure Coder covered umpteen different computers, anything that was un-connected with the Spectrum would be alienating 50% of his readership.

*S*o Spectrum owners now have their very own magazine, called Spectrum Adventure Coder (known as SPAC for short). Each issue costs a mere 75p, or a year's subscription for the earth-shattering sum of 9.00, which is next to nothing. A year's subscription, by the way, covers 12 issues.

*T*he magazine has lots of articles about writing games, news and general gossip, readers' letters, all that sort of thing, and ALL the popular adventure-writing utilities for the Spectrum are covered (you know the ones), so if you use any of them you will really get your money's worth out of the Spectrum Adventure Coder.

*S*end your money to Chris Hester at; 3 West Lane, Baildon, West Yorkshire BD17 5HD. Congratulations to him for taking the brave step of producing this magazine. I hope it does very well for him. Send your money off today!

Erik The Viking

(from where we left off at Shady Cove): out, e, e, kneel, pray (a door opens), in, e, get bell, get candle, get book, read book, drop book, rub amulet (teleported back to deck of ship), w, w, w, s, s, w, w (on the deck at Jorvik Wharf). Get scales, get bracelet, out, n, n, e, n, get cat (the guards stop you and want 2 ounces of silver for the cat), weigh bracelet (with the scales = 2 ounces of silver), give bracelet, get cat, rub amulet (back to ship), get jar, tie bell to cat (who shakes it loose), drop everything, inv (you're wearing the amulet), e, e, s, s, s, w, w, n, (on the deck at the sheltered beach). Save the game (very important before the next bit), and next month we'll try to find a dolphin!

Hampstead

(from the beginning): - I used to live in Hampstead, in the transfer years form the teenage to twenties - a place full of the most unbelievable people, yuppies before such a thing existed - but back to the game..examine the lounge to get your UB40 (NOT a band recording singles with the wonderful Robert Palmer!), in the bedroom you open the wardrobe and wear the tracksuit, examine the kitchen and get the key, in the yard you unlock the shed and open the gate, from the shed you wear the clips, get the bike and ride it when outside, at the DHSS office you join the queue and get the giro, and at the post office you cash the giro.. we advance socially next month!

Danger Mouse In The Black Forest Chateau

(part 2, form where we left off): climb steps, climb ledge, enter library, enter corridors, go stairs, pull nails, go door, take ladder, go door, climb up, enter library, go window, look down, go stable, take rope, return, go mousehole, go dungeon, go passage, s, s, s, s, climb ledge, take key, climb ladder, return, n, n, n, n, take knife, enter passage, w, w, s, s, w, go passage, give thread, climb steps, play tune, examine display, take egg, go steps, go passage, enter maze, e, n, e, n, n, enter passage, s, s, s, s, enter store, take pegs, leave, return...there's more!

Gremlins

(from where we left off): cut pipe, get pipe, go back to the foyer where you left your gear, get the welding equipment - spark igniter and mental plates - wander around the store welding plates over all the broken vents except the one in the hardware department (open valve, light torch, weld plate, close valve). There are two awkward vents to reach, on the roof and behind the locked door. The roof can be reached by dropping the ladder from the garage under the trap door, so drop ladder, climb ladder gets you on the roof. The vent behind the locked door can be reached by dropping Gizmo near any open vent, and he will open the door for you. Having welded all the vents (bar the one in the hardware department), we come to the tricky bit. Carry all your gear to the hardware department to that you have it handy, and...read next month's SU!

Dragon Slayer (form where we left off at the start of part 2): e, e, e, s, get sword, n, w, d, d, e, kill troll, w, u, u, w, w, s, s, d, get bottle, drink wine, u, n, n, e, e, n, fill bottle, e, water plant, get kram, w, s, w, d, d, e, e, u, get flag, d, w, w, u, u, w, w, n, drop flag, s, s, s, s, se, u, e, s, give sword, n, w, d, w, u, get pot, drop pot, get keys, d, s, unlock door, open door, drop keys, n, n, n, n, n, w, n, get key, s, e, s, s, s, s, s, s, s, w, give ladle, w, unlock chest, drop key, open chest, get torch, e, e, n, n, n, u, get pot, d, n, n, n, n, n, drop pot, s, w, s, u, exam hole, get spell, d, n, e, n, drop torch, s, s, d, s, get bucket, n, u, n, n, n, drop bucket, type "magic", open casket, get elements, put elements in casket...end of part 2, and part 3 will be next month!

The Sorcerer Of Claymorgue Castle (from the beginning): - a mere Sorcerer! I'll tell him his dinner's in the dog! Sorry, back to the game...go moat, take breath, swim down, get towel, swim down, swim east, u, get crate, open cabinet, s, get permeability spell, s, push east, cast seed, w, push south, get star, d, cast lycanthrope, go hole, get star, go hole, walk up, n, drop star, drop star, pull west, get methusaleh spell...and wait for next month!

Red Moon

(from where we left off at the start of mission five): n, e, e, n, ne, ne, e, e, ne, open door, n, e, open door, n, e, open door, d, e, e, bury nezzon, take pills, take chalk, w, s, s, e, s, s, open door, s, open door, d, e, e, bury nezzon, take pills, take dulcimer (the dulcimer takes over and plays an incredibly beautiful tune. Bostog say "At last some culture! In thanks I will tell you that there is a spell, which can turn an acorn into a bridge, hidden in these caves". Bostog then walks off in another melancholy mood), se, wear mask, s, w, s, take ring, n, e, e, s, e, n, n, e, nw, open door, u, open door, w, s, s, s, e, drop mask, take mask, examine leaves (to find an acorn!)..to be continued.

Dodgy Geezers

(from where we left off): go north to Electricity Street, east to the tunnel and east to a shabby concrete grandstand at the dog track. Tweedle is here and asks if you have a tip for him. Things In Bags, and Tweedle places a bet. There is a race, Things In Bags wins, Tweedle wins some money, and asks you to meet him for a drink later on. Go west, west to Electricity Street, northeast to deserted road, south to dockside lane, east to a former fish packing dock, and north to the Fish Finger pub. Hang About until the pub is open, and go north into the public bar. Tweedle is here and buys you a drink offers to split the proceeds of the race with you, and tips you off about a shipment..your life of crime continues next month!

Claymorgue Castle

(from the beginning): - a mere Sorcerer! I'll tell him his dinner's in the dog! Sorry, back to the game...go moat, take breath, swim down, get towel, swim down, swim east, u, get crate, open cabinet, s, get permeability spell, s, push east, cast seed, w, push south, get star, d, cast lycanthrope, go hole, get star, go hole, walk up, n, drop star, drop star, pull west, get methusaleh spell...and wait for next month!



Readers Letters

Are you stuck in an adventure not knowing which way to turn? Is your Gnome getting a bit gnobbly? Then why not drop a line to aold Thinderthighs herself, The Sorceress at the usualo address?

Wayne Jones from Wrexham writes about our old friend Urban Upstart (one of the first Spectrum adventures that I ever played, I don't mind telling you!): I'm having trouble with the football fan, because I can't get the rat trap from him. I've tried using the red scarf, but every time I take it I just get arrested and thrown into jail. Obviously I need the rat trap to sort out the rats later on, but how do I do it?

* *Dear Jones the Adventurer. You'll kick yourself for this, or the football fan might kick you, I don't know. All you have to do is Give Lager To Fan (as Give Lager on its own doesn't work), and all will be revealed. So, don't drink the lager when you find it in the fridge in your kitchen, just save it for the football fan and let him drink it instead.*

Terry Hart from Nottingham, who seems to have been playing Blizzard Pass since the dawn of time, has a problem, and writes: I can't get past the guards. It doesn't matter what spell I try and use, I just can't get past them. I can't think of anything else to do, either, so I hope that when I get past them I'll be able to make some further progress. Please, please, tell me which spell I have to use!

* *Dear Desperate of Nottingham. Save your spells, you'll need them all for the wizard at the end of the game. Remember the yeti? If you yelled and caused an avalanche to dispose of it (and if you didn't, you should do), go back to the yeti, Skin Yeti, then go back and frighten the guards. You can now carry on with the game (and you're nearly at the end, by the way!).*

Brenda Jukes from Hastings has been rabbiting on (you know what I mean, Brenda!), about The Very Big Cave Adventure, and her problem in part 2 is this: In this mad game (I agree!), how do I deal with the wombat in the Barren Room, so that I can get the gold chain? And what use is the pirate?

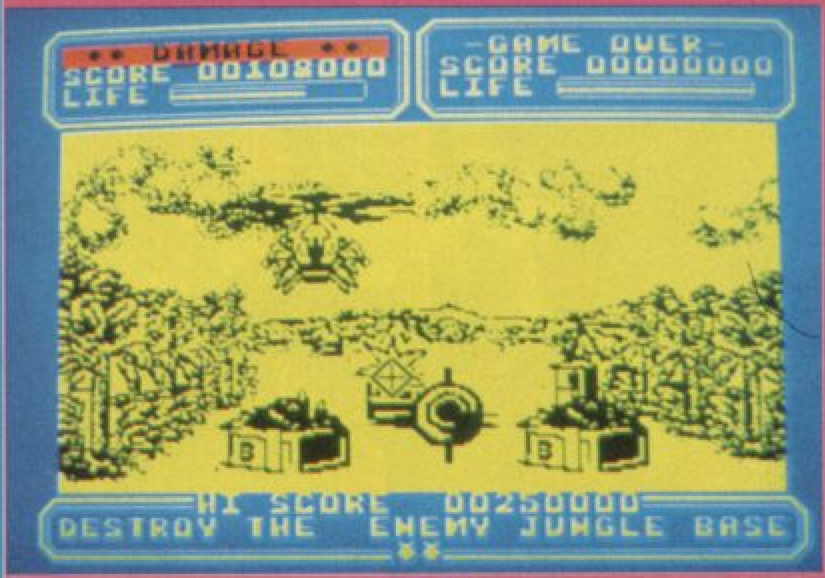
* *Dear Rabbit Fan. A live pirate is no good, so kill him with the food so that you can get the chest. Then, in the Barren Room, drop the chest and open it. A ferret will appear and chase you off the wombat, thus allowing you to get the chain. Obvious really, isn't it?!*

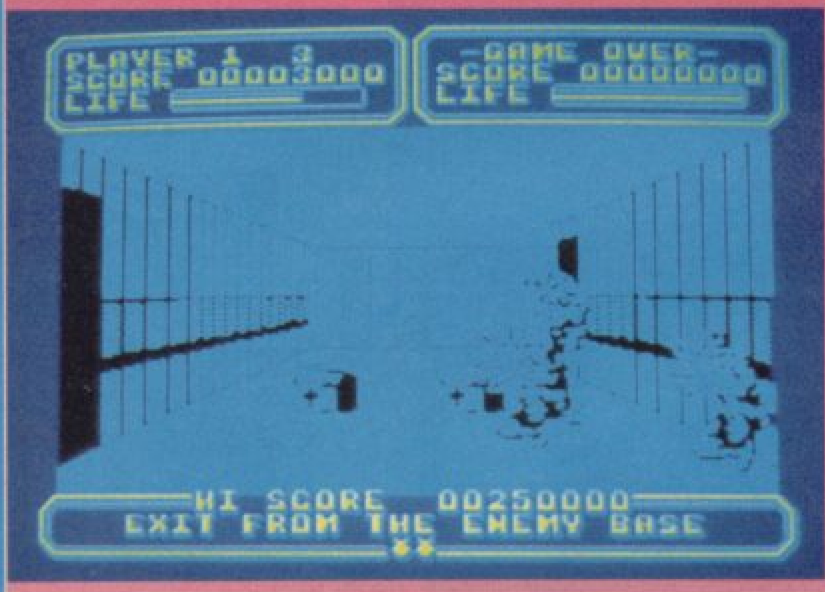
Susan Snee, an alliterative name if ever I saw one, has been playing Scapeghost, and has a number of problems with the shed (it's a V.I.P. that shed, otherwise known as a Very Important Place). Specifically: How do I get into that ******* shed? (language Susan!), I've tried everything, but I can't open the door. How do you do it?

* *Dear Shed Hater. You need the help of 3 ghosts, and they all have to turn a lever at the same time. So, for example, you might enter: Joe, wait 3, push long lever. Bert, wait 2, push medium lever. Edna, wait 1, push short lever. Turn barrel. And then you're in!*

Finally, a plea from me: when you're writing in with a problem in an adventure game, can you please be SPECIFIC! I've got a number of letters that run along the lines of "I've done this, this, and this in XYZ Adventure, what do I do next?" How am I supposed to know what you do next?! Tell me the problem !


ROBOCOP 2









LINE Of FIRE

Don't you hate it when people go out of their way to ruin your day? Well, in Line Of Fire, the mysteriously named Enemy have developed a new type of machine gun that's given them the upper hand in the ongoing war. So to counter this, the good guys have sent two top commandoes to nab the Uzi-style fashion accessory, escape with it, and mow down anyone silly enough to stand in their way. Just a Sunday jaunt to MacDonalds for these hard lads, really!

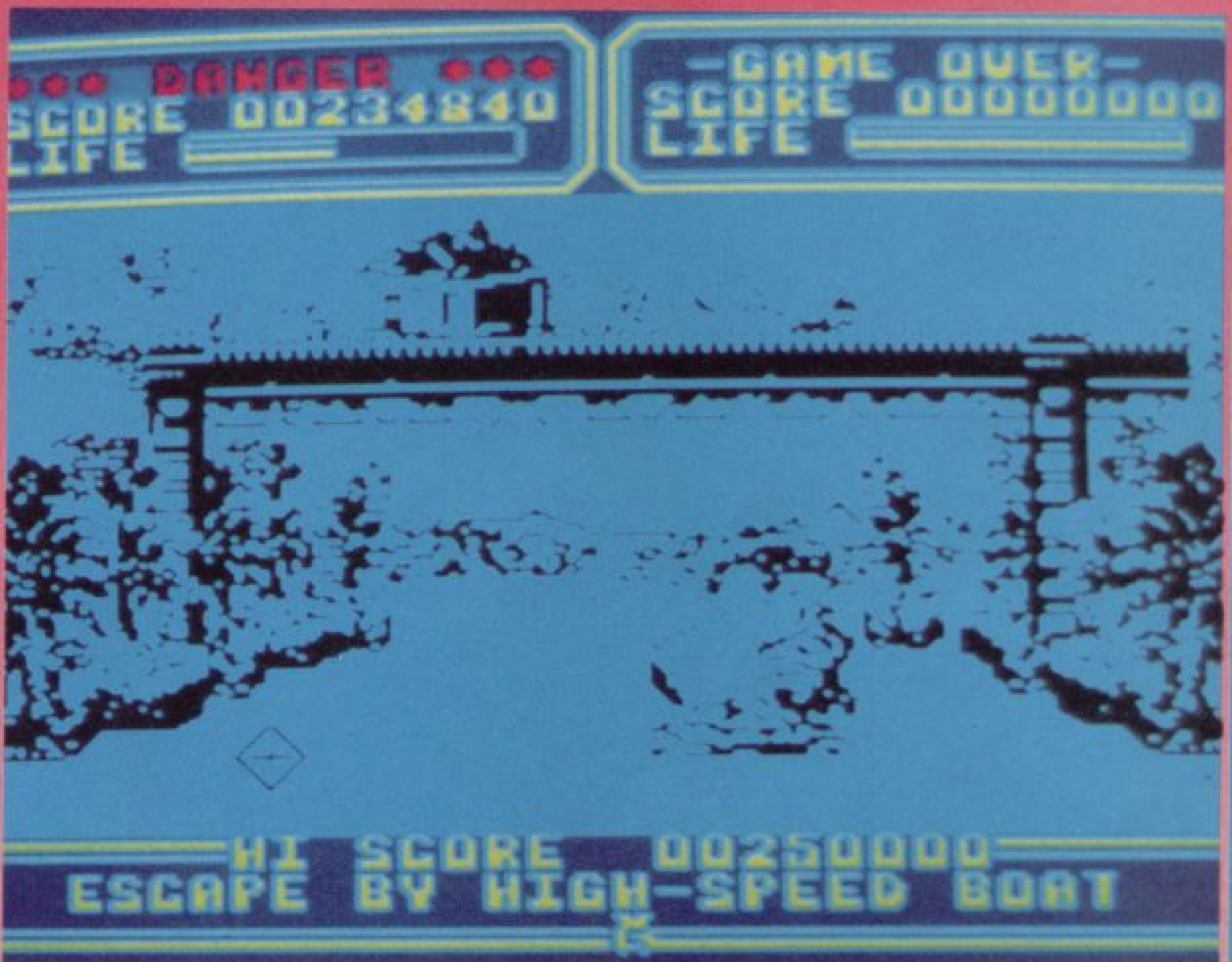
The game starts at the point when the two heroes, Red and Blue (did their mums really name them that?), have grabbed the prototype gun and are trying to fight their way out of the enemy complex. Needless to say, the Enemies aren't too pleased with this invasion of their privacy, and are determined to kill the commandoes before they escape. So the chums travel through the corridors, using their gunsights to shoot the foes, before their lifemeters expire - meaning death and failure.

Luckily there are bonus items to be shot that give Red and Blue increased health,











better weapons, and even rocket bombs for mass destruction and slaughter. Every so often a boss or two appears, needing many more shots to kill. Once out of the building ,there are sections on boats (where the baddies zoom in on inflatable dinghies); and also there's a level set in a town, with helicopters, jeeps and foot soldiers trying to gun the boys down.

Line Of Fire is a direct clone of Operation Wolf and Thunderbolt, but is a great game nonetheless. The only problem is that the sights move not quite fast enough for me. But then I was always an impatient child. Still, Line of Fire adds a new perspective to a tried and tested formula and shells out lots of death-dealing fun for all the family!



LINE OF FIRE

Label: US Gold
Price: £9.99 48/128K

GRAPHICS	85
SOUND	82
PLAYABILITY	82
LASTABILITY	85

OVERALL 82%

Matt Regan

Shoots straight from the hip and blows away most competition. Neat graphics - highly buyable.



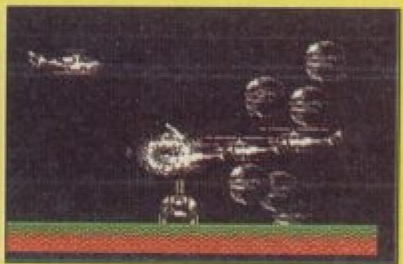

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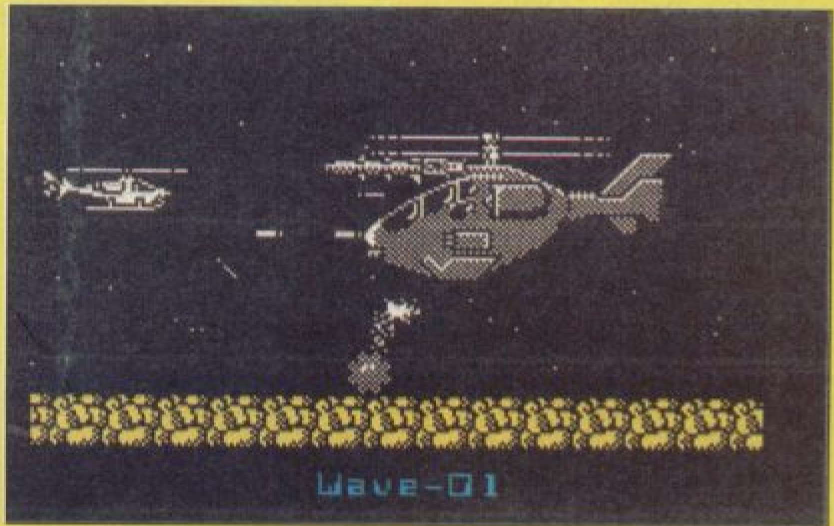
SILKWORM

If you like fast-moving, mega-destructive shoot-'em-ups, you will be scorned and humiliated behind the bikesheds if you don't have Silkworm in your collection.

This is one of the few SEU's which go to the trouble of explaining the amount of sub-nuclear destruction involved; it's set in a future where nukes have been banned, but you can go wild with any other weapon you fancy! The choice boils down to a mega-equipped helicopter or a super jeep, or in two-player mode you can control one of each. The chopper has two weapons systems - one fires forwards and the other diagonally downwards - and the jeep the opposite, so you can zap land-based or aerial targets. Hit a landmine and it releases a cloud of plasma gas; fly into it, and it will act as a shield for a time, protecting you from enemy missiles (very imaginative use of previously unknown laws of physics by the programmers). Even more unlikely, if two plasma clouds are on screen at the same time, you can collect the first then shoot or run into the second to create a smart-bomb style explosion. Uncanny! The backgrounds are minimal, the moving objects monochrome, but the graphic design is good and the animation smooth (though it does slow down a jot when there's a lot on screen). As you would expect, apart from the waves of helicopters, missile launchers, tanks and rockets, there are excellent end-of-level nasties. You might think that the gooseneck helicopters, which fly onto the screen in sections, assemble themselves them blast the hell out of you, are the nastiest nasties; in fact there are bigger and more vicious command vehicles lurking at the end, such as a super helicopter and a giant tank. It's greet, mon, as Gazza would no doubt say if anyone bothered to ask him.







SILKWORM

Budget Label: Virgin

Price: £2.99 Cass 48K

GRAPHICS	78
SOUND	66
PLAYABILITY	89
LASTABILITY	90

OVERALL 88%

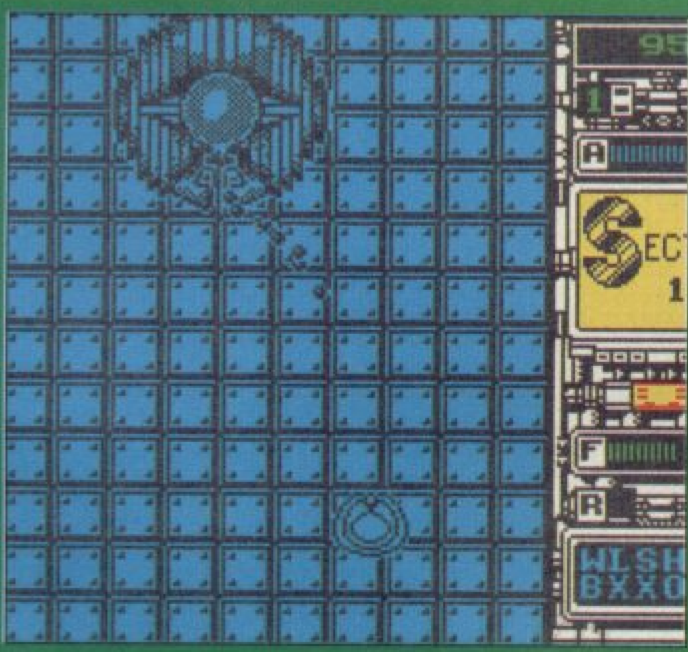
Chris Jenkins

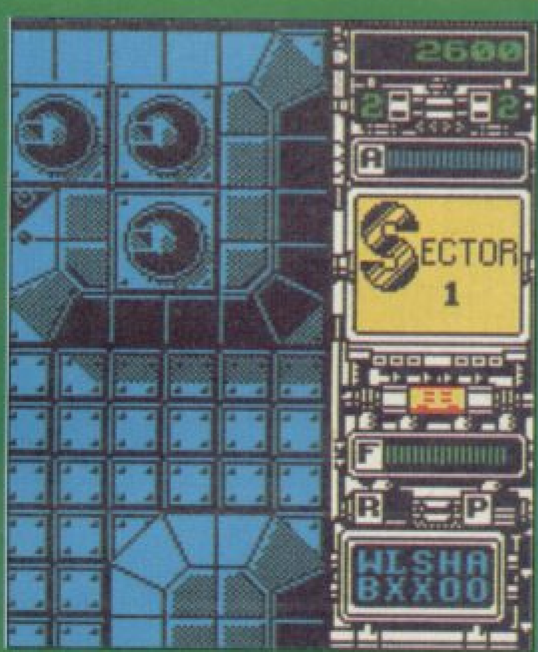
Top hole spiffing blast-'em-up which all the chaps should bally well buy if they can.

XENON

An SU Classic on its first appearance, Xenon continues to hold its head, its tentacles and indeed its entire slimy body high in the air despite many efforts to outdo it by competitors. When Xenon appeared on 16-bit machines (and for that matter as a coin-op), it was widely assumed it wouldn't be possible to transfer its graphic polish and busy gameplay to 8-bit machines.

Well, it was almost true - the Commodore 64 version was plop! But, to give you even more of a reason to jubilate, the Spectrum version was fab, and is still well worth seeking out. It's like this; vertical scroller, pick-up-weapons, multi-form ship; hit M to change from an eight-directional land-crawling tank to a high-flying aircraft. On the 16-bit versions you did this by wiggling the joystick, and it's a pity you can't do this on the Spectrum, because having to hit key M while you're fighting off deathtanks is a wee bit distracting. You wiggle your way between rotating gun emplacements, fly over metallic walls and fight off flights of alien ships, but at the middle and end of each level there's a stinking challenge in the form of a giant land-crawler which has to be hit in the mouth hundreds of times before you see it off. These nasties are so difficult that you may never get through Xenon without cheating, so depending on your persistence this could be a good investment or a frustrating stinker. Extra weapons like armour, homing missiles, lasers, side lasers, wing weapons and rotating balls (pardon?), as well as extra fuel, can be picked up by collecting power pills from clobbered craft. With sixteen zones to complete, divided into four levels, Xenon should keep you occupied until at least Christmas 2016, so slither out and buy it at once.





XENON

Budget Label: Virgin

Price: £2.99 Cass 48K

GRAPHICS	83
SOUND	67
PLAYABILITY	89
LASTABILITY	93

OVERALL 90%

Chris Jenkins

Blinking Flip! We said it then, and we'll say it again; this is a classic. Buy it or die!

DOUBLE DRAGON

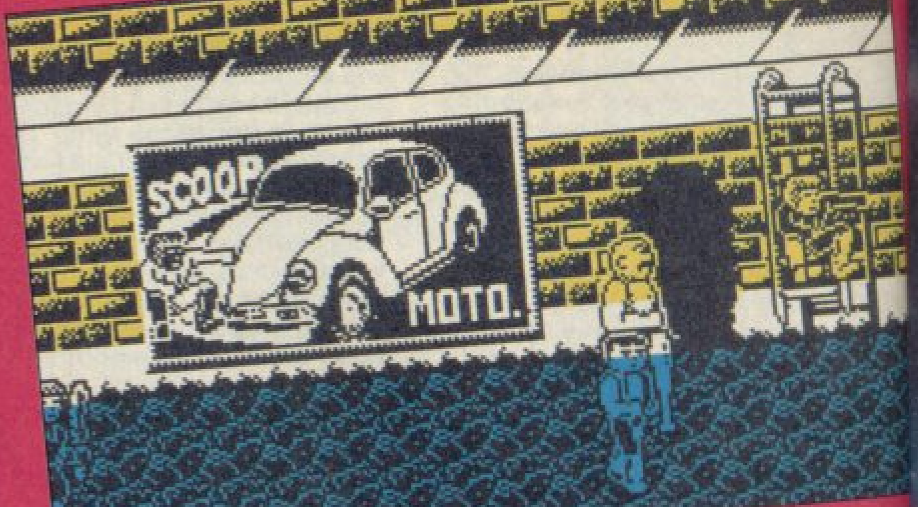
There are punchy-kicky games and there are punchy-kicky games; and then there are slappy-poofy games, and in my opinion (as a fearless screaming ninja death-dealer), Double Dragon qualifies as one of the latter.

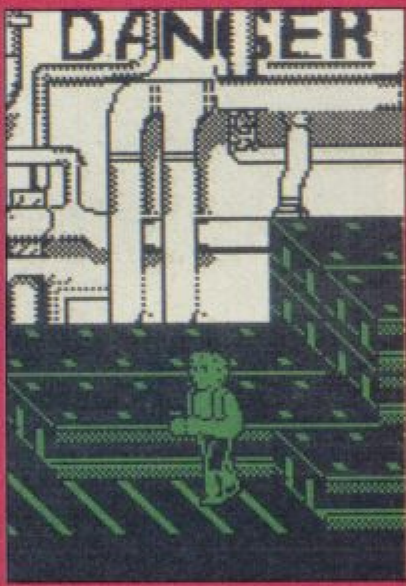
If I remember correctly, when I reviewed this as a full-price game, screams of outrage greeted my less than enthusiastic review. I don't regret a lot of what I said then, 'cos as far as I can see practically every other beat-'em-up on the market is better than Double Dragon in one way or another.

The plot is pretty familiar; fearless ninja warrior fights his way through several horizontally-scrolling backgrounds, beating up all sorts of thugs. The gimmick in this version of the theme is that there's a simultaneous two-player option, which is a big help when you're being attacked from both sides and don't know which way to turn.

The big problem is that the graphics are less than mean; the backgrounds are fairly uninspired, but the characters look more like train-spotters on their day off than fearless hard-nuts. To make it worse, the animation is slow, and the actual fighting moves are so pansy as to defy belief - the vicious headbutt looks more like you're puckering up for a big snog, the flying kick looks more like something Rudolf Nureyev might do as a warm-up, and the brutal face-punch is more like a girlie hand-bag slap.

Though there are some consolations though, like the barrel-throwing giants and the whip-wielding naughty ladies, on the whole even the attractions of a budget price shouldn't tempt you to try Double Dragon if you have anything else in the same line - Renegade, Target Renegade, Dragon Ninja, practically anything.





DOUBLE DRAGON	
Budget Label: Virgin	
Price: £2.99 Cass 48K	
GRAPHICS	50
SOUND	60
PLAYABILITY	55
LASTABILITY	60
OVERALL	54%

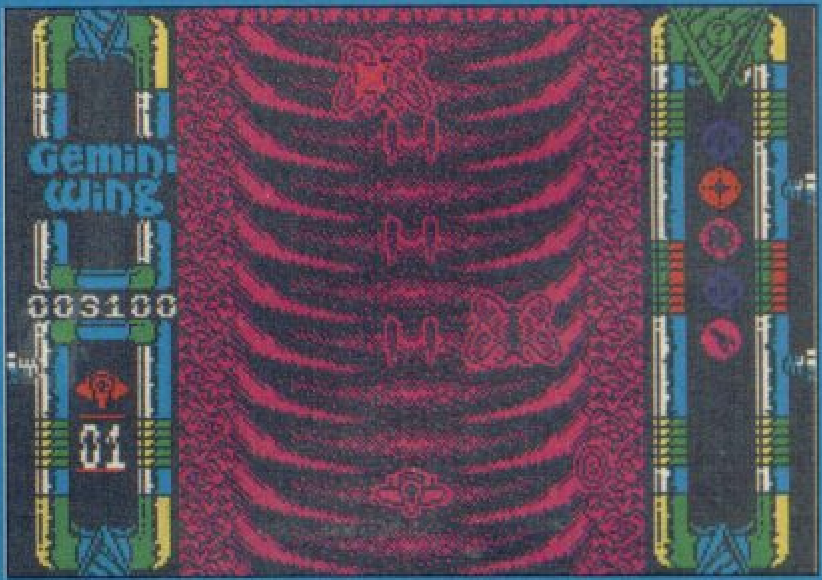
Chris Jenkins

Very poor Vic. Don't be tempted if you already have anything similar

GEMINI WING

Subtitled "Die Mutant Alien Scum", Gemini Wing is rather a strange shoot-'em-up, obviously designed by someone little Japanese at Tecmo who had indulged in too much raw fish or suchi, the night before.

It's a vertical scroller, it's a bolt-on-weaponer, and it's an end-of-level-nasty type. It's also an aliens-against-Earthmen effort, but this time we're classed as the nasties, as the civilised races of the galaxy gang up on the insufferable Earthmen to put an end to their crude behaviour once and for all. For some reason not understood by Earth scientists, dead aliens drop anything up to eight Gunballs which you can pick up to boost your weapon status. unlike some games, in which weapon bonuses are few and far between, in Gemini Wing there are dozens of the buggers, but the catch is that you use them up very quickly when you activate your extra weapons. These include three-way fire, alien-seeking missiles, FireWall, speed-up, Circle of Death, Windscreen Wiper of Death (!?), extra life, and points bonuses. Gunballs trail behind you like a tail, and are used up in the order they appear; in two-player mode, you can pinch your partner's gunballs if he has more than three, but think how unpopular that will make you. The graphics in Gemini Wing are rather small and squinty; smaller aliens tend to blend into the background, while end-of-level nasties like the giant walrus (?!?!?! again!) are nicely depicted and hard to zap. Not a bad effort, then, probably as good a version of the coin-op as you could expect, but in order to include all the action of the original, the graphics have had to be squashed into a scale which makes gameplay "difficult" rather than just challenging, if you see what I mean.

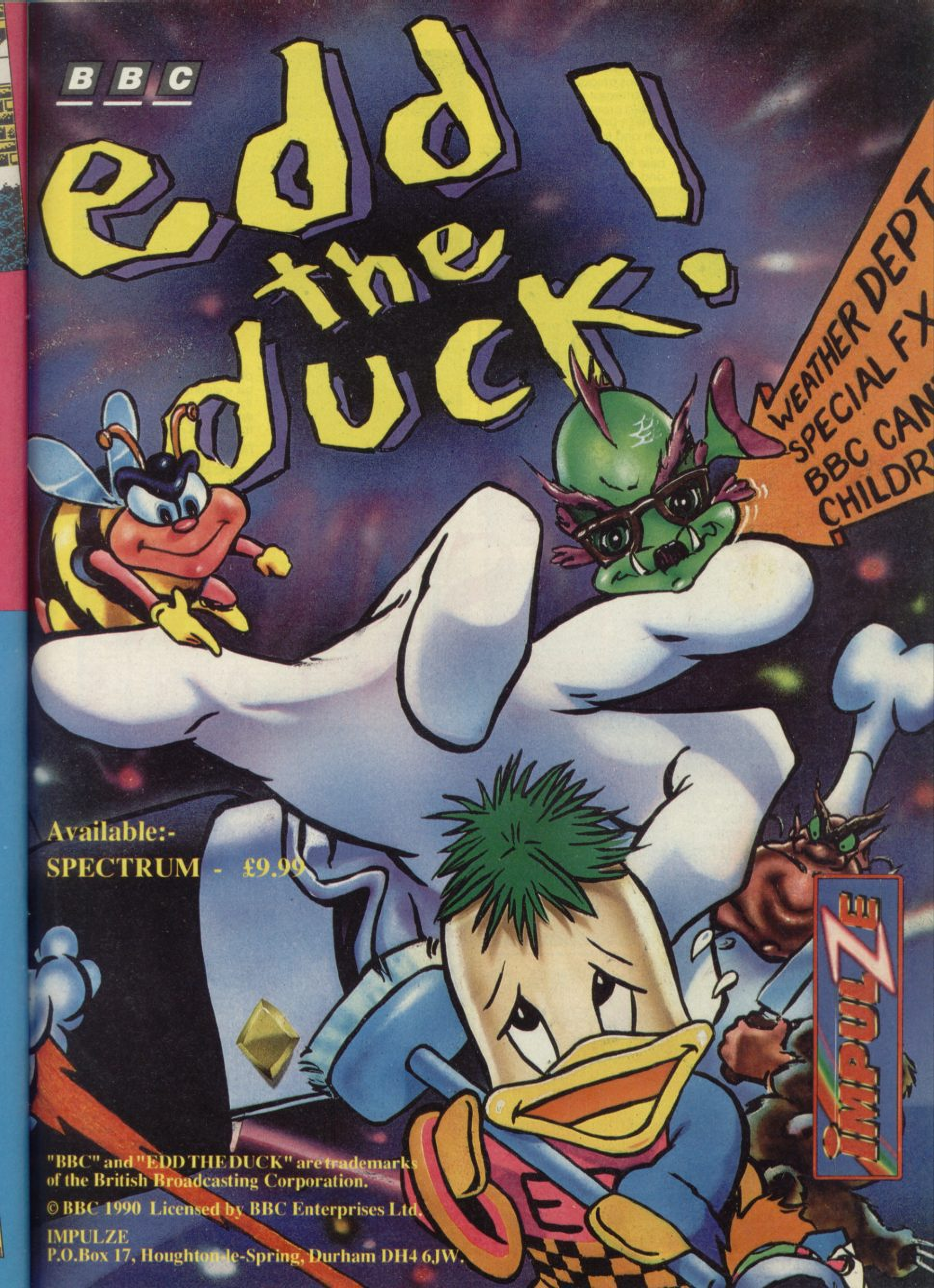




GEMINI WING	
Budget Label: Virgin	
Price: £2.99 Cass 48K	
GRAPHICS	68
SOUND	67
PLAYABILITY	78
LASTABILITY	80
OVERALL	79%

Chris Jenkins

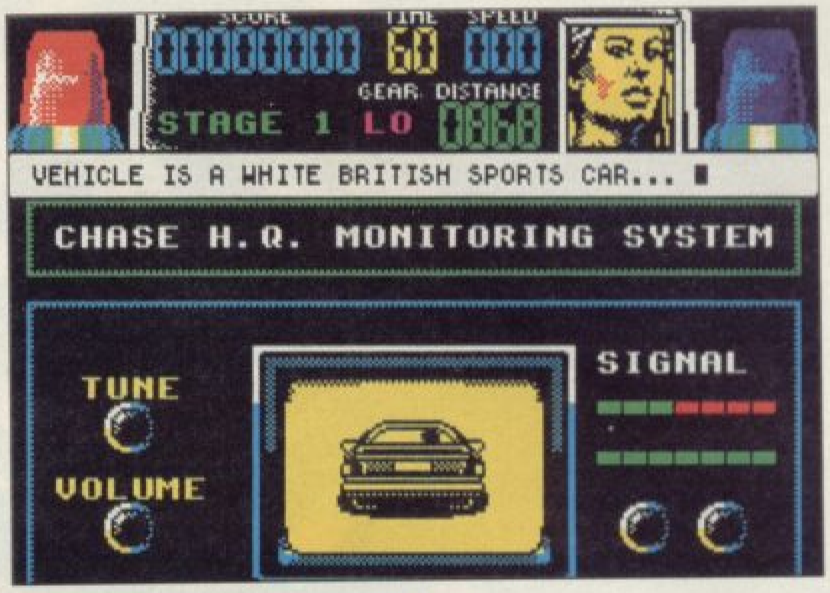
Unusual, imaginative, but slightly eye-straining vertical stroller; worth a squint.


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WHEELS OF FIRE

If you don't quickly TYRE of racing games, this compilation could DRIVE you crazy!

WHEELS OF FIRE is a WHEELY comprehensive collection from Ocean, Domark, Activision and US Gold in which the star is probably TURBO OUTRUN - sequel to the classic Sega coin-op. This time, you get 16 stages, choice of auto or manual gearshift, more opposition and a turbo boost option. Fairly decent is CHASE HQ; it's visually similar to Turbo Outrun, but has an action element as you attempt to overhaul motorised crooks. Next along is POWER DRIFT, an extremely fast and frantic kart-racing sim with 27 tracks. The big gimmick here is that the track bobs UP and DOWN in an extremely nauseating manner. Trailing a poor fourth is HARD DRIVING, which is equally nauseating but for different reasons. This solid vector graphic 3-D sim is so slow, it looks like a graphic adventure game. This one wasn't released - it escaped, and the ironic bit is that this is Domark's contribution to the package. You really have to be a driving maniac to go for this compilation, especially since Hard Driving drags down the overall mark so much.







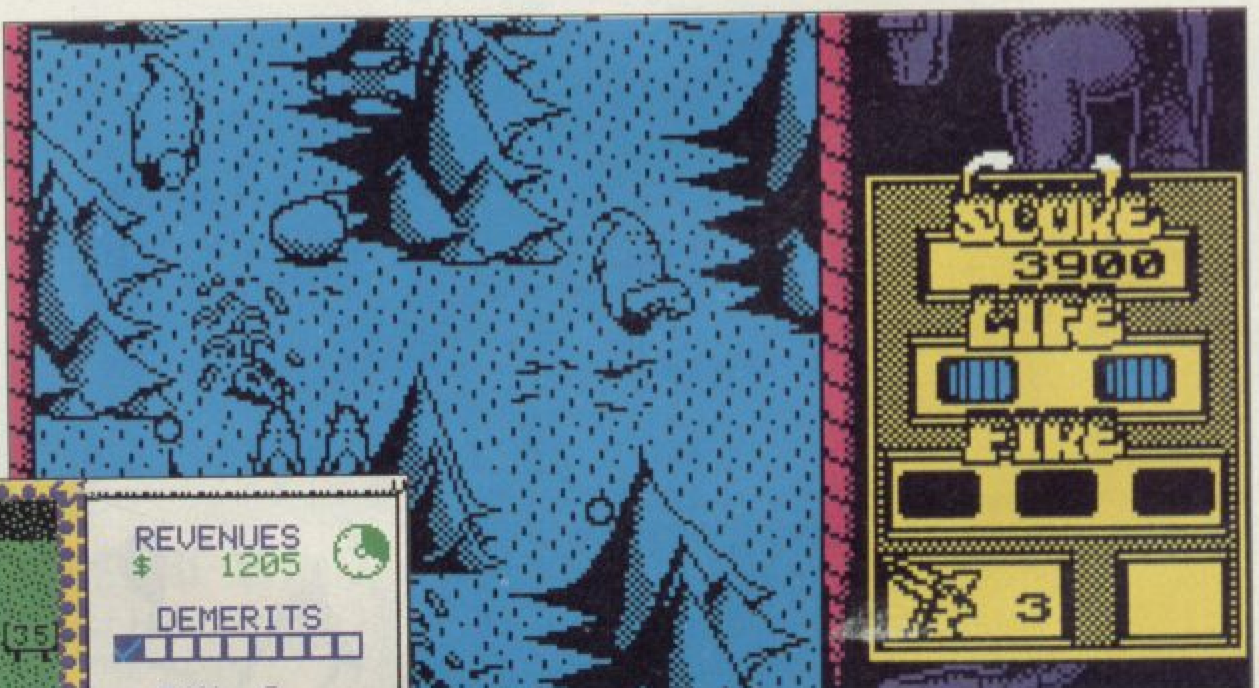
Title: Wheels of Fire
Label: Domark
Price: £14.99
Overall: 69%

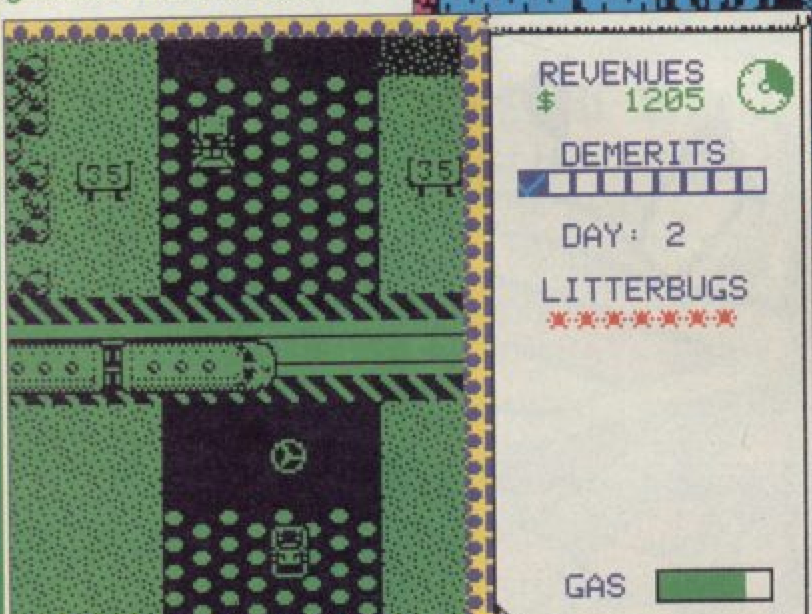
CHRISTMAS COMPILATIONS

TNT

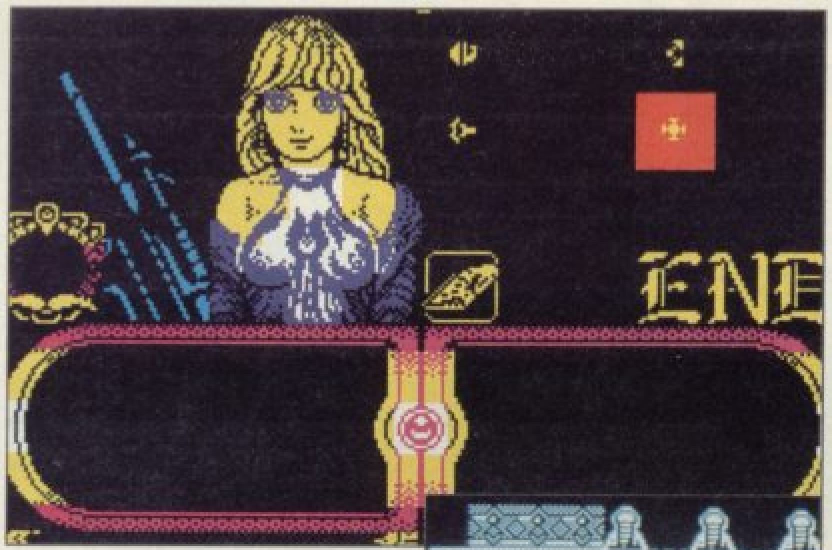
They've done it again! Slipped the oh-so-far too hard, HARD DRIVING into a compilation (see WHEELS OF FIRE for comments), in the hope that no-one will notice it among the better titles!

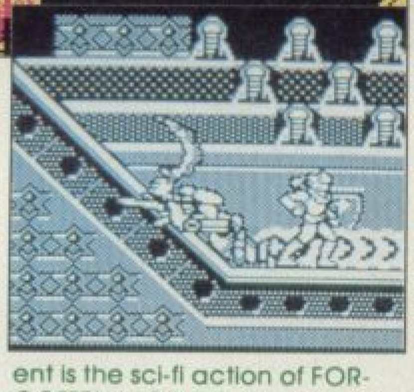
All this lot are taken from Domark's coin-op conversion label Tengen, and whilst not world-beaters there are some goodies in there. APB is a whacky cops-and-robbers car chase game with basic top-down graphics which is pretty entertaining. TOOBIN' is a water-sports romp which also has a fair dose of humour. DRAGON SPIRIT is a good vertically-scrolling shoot-'em-up in which the traditional fighter planes or flying saucers are replaced by dragons, demons and aerial monsters. Best of the lot is ZYBOTS, a sort of 3-D version of Berserk, where two players simultaneously explore a robot-infested maze viewed from their separate perspectives. If you don't have Zybots, Dragon Spirit, or APB then TNT is well worth considering - otherwise, give it some thought before you buy.





Title: TNT
Label: Domark
Price: £14.99
Overall: 67%





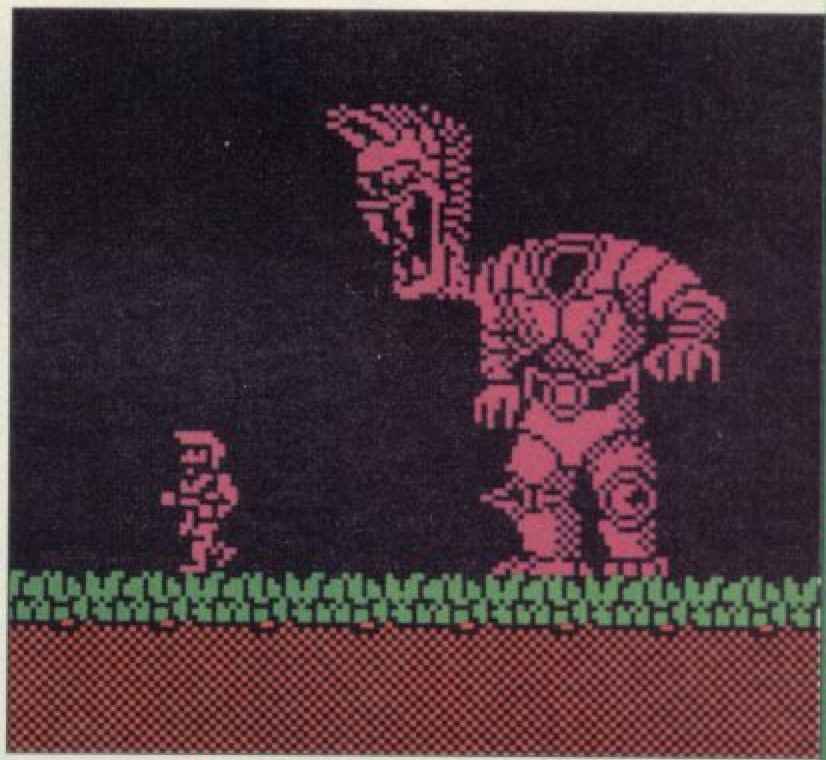
PLATINUM

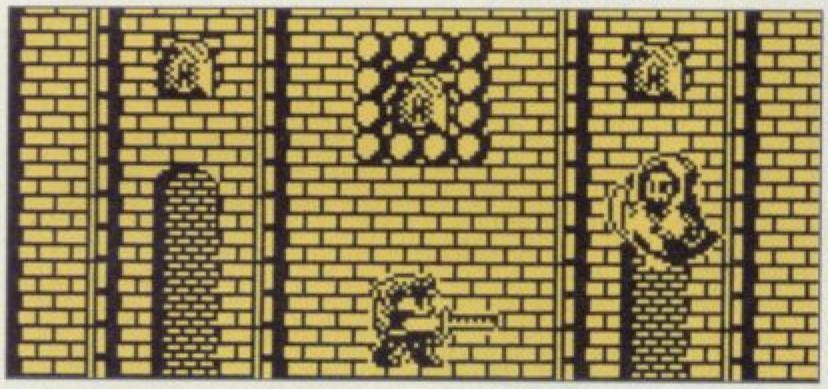
Four of the best here for arcade-adventure fans, all based on classic Capcom coin-ops (try saying that after twelve pints of Ragwort's Old Revolting), plus a bonus for shoot-'em-up fans, LED STORM.

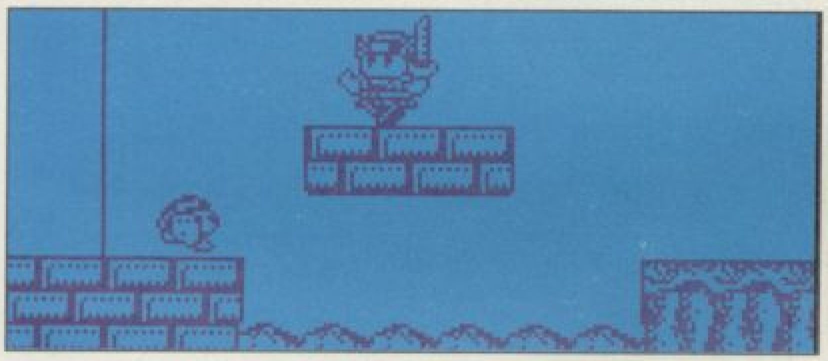
BLACK TIGER is a multi-level platform game with a martial arts theme, pretty similar in appearance to the equally absorbing STRIDER. Slightly different is the sci-fi action of FORGOTTEN WORLDS, where two players can simultaneously fly over alien planets blasting the hell out of jet-packing lizards and stocking up on heavy weapons at the gun shop.

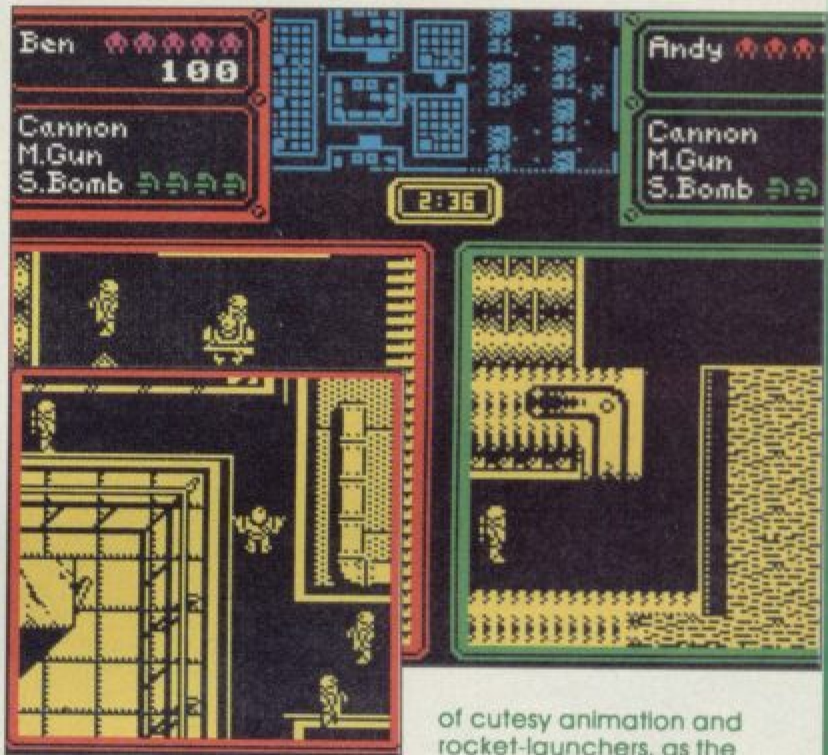
GHOULS AND GHOSTS is the sequel to GHOSTS AND GOBLINS, and if you enjoyed the original horror platforms classic, you won't want to miss this admittedly similar sequel. Bunged on as a bit of a bonus is LED STORM, a vertically-scrolling space-age racing shoot-'em-up (phew!) which adds a bit of variety to the package. This is a hot one - check it out.

Title: Platinum
Label: US Gold
Price: £15.99
Overall: 90%









MASTER-MIX

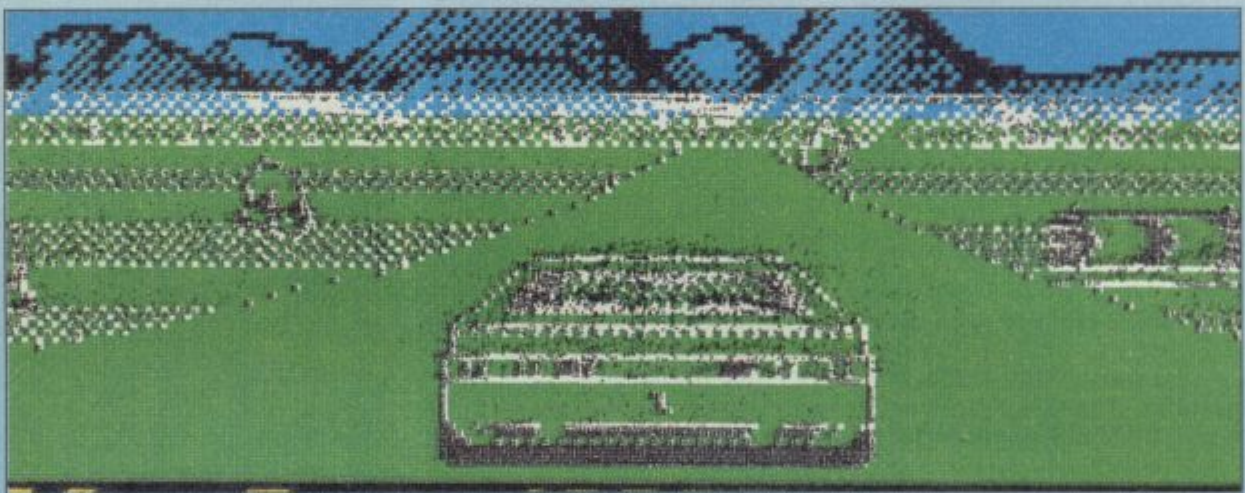
If you want a selection of completely different games, rather than a collection on a particular theme, Mastermix is the one for you.

Containing exclusiovely Sega coin-op conversions from US Gold, MASTERMIX means you couldn't ask for more variety. SUPER WONDER BOY is a platforms-and-ladders cutesy effort in the classic Mario Brothers mould. TURBO OUTRUN, as found in Domark's Wheels of Fire compilation, is a top-class racing game; and DYNAMITE DUX is a bizarre mix of cutesy animation and rocket-launchers, as the happy woodland characters blast hell out of each other in a multi-directional-scrolling shoot-'em-up. As if that weren't enough, there's THUNDERBLADE, the forwards-scrolling helicopter blast-'em-up which does a pretty good job of converting the amazing graphics of the original; and CRACKDOWN, a two-player simultaneous top-down 3-D maze shoot-'em-up drug-busting arcade effort! Variety, quality, economy and several other things ending with -y; Mastermix has to be the best choice compilation for this Christmas.

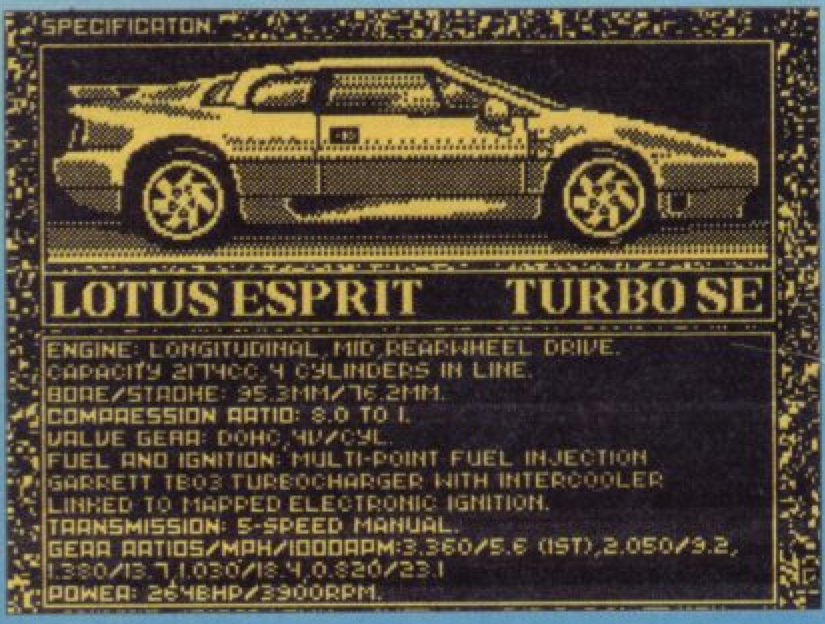


Title: Sega Mastermix
Label: US Gold
Price: £15.99
Overall: 93 %

LOTUS ESPRIT TURBO CHALLENGE



Gremlin build their Lotus's tough. After driving my white Esprit Turbo numerous times into boulders and barriers on the long curves of Verona(!), I began to wonder how the fibre-glass body of the Esprit could take the punishment. I wiped the sweat off my brow, pulled my black driving gloves on just that little bit tighter, flicked a tic-tac, adjusted my Raybans, scratched my side-burns...etc,etc. I was ready. Tom Cruise eat your heart out...



You select your options, 1 or 2 players, manual or automatic gears, and one of two tunes that you can hum along with nonchalantly as you're being lapped by rival turbos. Automatic gears and acceleration are the best bet, for beginners using forward on the stick to accelerate and fire or space bar for brakes.

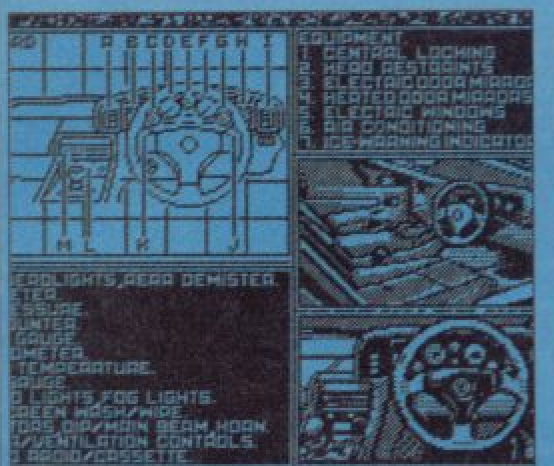
There are 32 different courses, 7 easy, 10 medium and 15 hard to rip around as you progress through the different levels and are forced to drive through worsening conditions, icy roads, dusty roads, deserts, etc. None of the races take place on actual race tracks but on roads. Weird ones. I found that it was easier to drive on automatic as I'm a lazy sod.

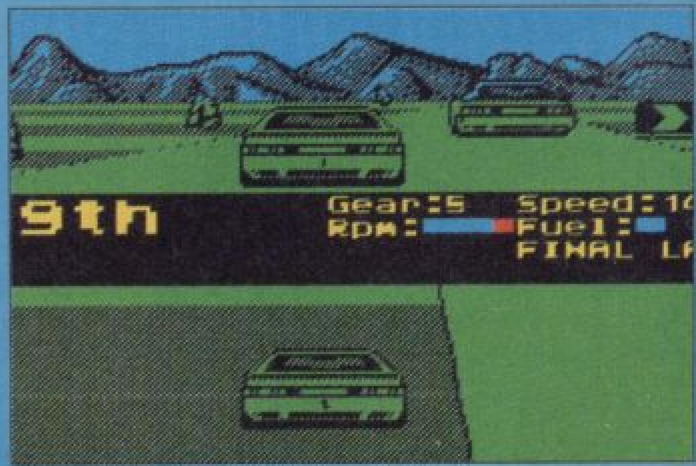
Interesting going over a hill. The car flys into the air, you have no idea of the direction that the road is going to swing in, but you can still STEER YOUR LOTUS IN MID-AIR!!! This must be one of the latest improvements to the new Lotus. I was impressed.

At the starting line, the snarl of high powered turbo engines fill the air (well, the computer makes a farting sound. And...you're off! Watch out for sudden bends and bumps although the car seems to be invulnerable, crunching barriers & boulders in it's path as you oversteer and swing off the road.

Nice skidding noises accompany you round bends whilst the (monochrome) graphics are good. The movement of the road as you progress is smooth, the car responsive. Maybe too responsive. But then, I haven't driven a Lotus before.

Available for both the 48k and 128k speccy, the 48k version gives you the snarl of the Lotus engine, but no tune to hum along to. .







LOTUS ESPRIT TURBO CHALLENGE
Label:Gremlin
Price: £10.99/14.99 48K/128K

GRAPHICS	87
SOUND	78
PLAYABILITY	85
LASTABILITY	88
OVERALL	87%

Jason Naik

A great race game with good graphics and a silky movement. Vroom!

REVIEW


8 BIT
Breakthrough
THE GREAT GAMING QUALITIES OF THESE
16 BIT SMASH HITS NOW ON AMSTRAD, CBM64 & SPECTRUM
ONLY GREMLIN CAN DO THIS
LOTUS ESPRIT
TURBO CHALLENGE
"Well presented, fast, and great fun". ZERO 90%
"Lotus Esprit Turbo Challenge has arrived and nothing will be the same again". C&VG 94%
SWITCH BLADE
"One which I could recommend without hesitation". ZERO 90%
"This'll blow your socks off". C&VG 93%
SHADOW OF THE BEAST
"Beast is beautifully presented and extremely playable" ZZAP
"Beast is a well presented game which offers a long term task" AMIGA ACTION
Amstrad & Spectrum ONLY
SUPER CARS
"If you're a fan of arcade games check this one out". YOUR AMIGA 91%
"It's Utterly fab". ZERO 89%
Screen shots from Amstrad and C64 formats
Available on
AMSTRAD, CBM 64 & SPECTRUM
(Cassette and Disk)
GREMLIN
Gremlin Graphics Software Limited
Carver House, 2-4 Carver Street,
Sheffield S1 4FS. Tel 0742 753423

CHARTS

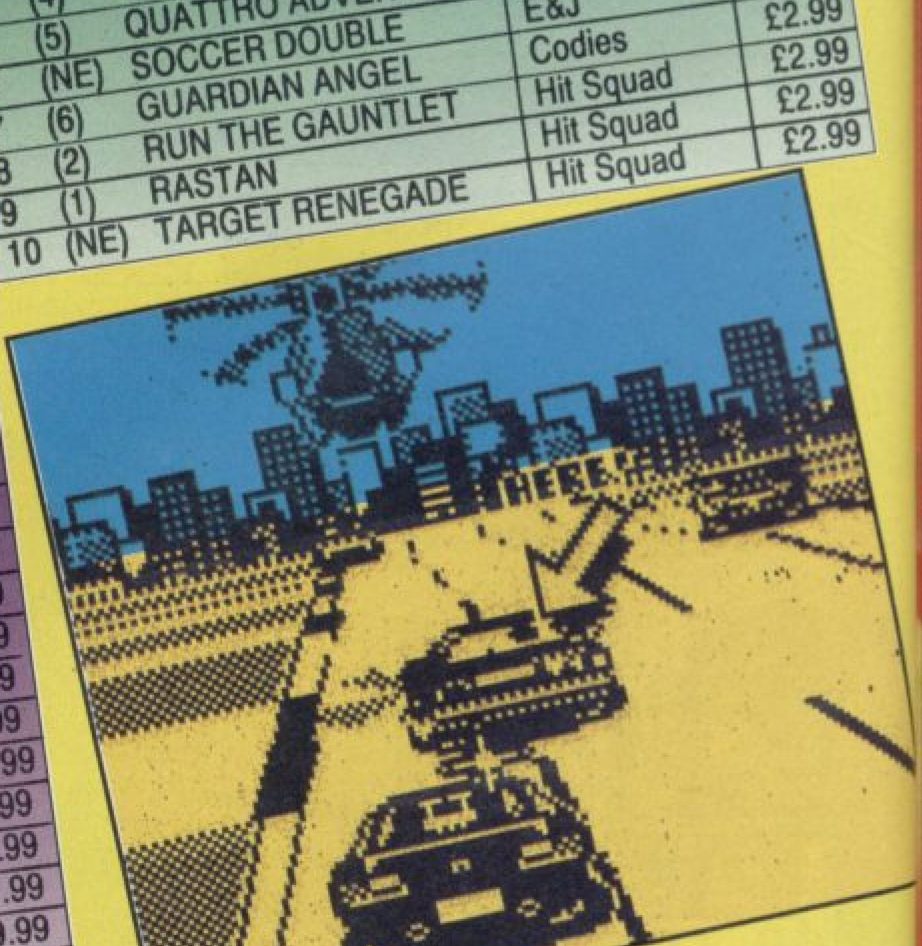


BUDGET TOP TEN

1	(NE)	OUT RUN	Kixx	£3.99
2	(NE)	R-TYPE	Hit Squad	£2.99
3	(9)	PAPERBOY	Encore	£2.99
4	(4)	QUATTRO COMBAT	Codies	£2.99
5	(5)	QUATTRO ADVENTURE	Codies	£2.99
6	(NE)	SOCCER DOUBLE	E&J	£2.99
7	(6)	GUARDIAN ANGEL	Codies	£2.99
8	(2)	RUN THE GAUNTLET	Hit Squad	£2.99
9	(1)	RASTAN	Hit Squad	£2.99
10	(NE)	TARGET RENEGADE	Hit Squad	£2.99

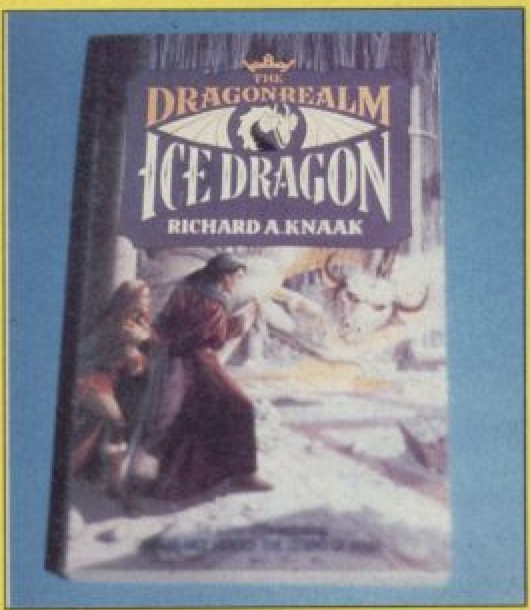
FULL-PRICE TOP TWENTY

1	(1)	SHADOW WARRIORS	Ocean	£ 9.99
2	(2)	BACK TO THE FUTURE II	Mirrorsoft	£ 9.99
3	(18)	KICK OFF 2	Anco	£ 9.99
4	(6)	ROBOCOP	Ocean	£ 8.95
5	(14)	SUBBUTEO	Electronic Zoo	£ 9.99
6	(NE)	CRICKET CAPTAIN	D&H Games	£ 9.99
7	(5)	CHASE HQ	Ocean	£ 9.99
8	(8)	GAZZA'S SOCCER	Empire	£ 9.99
9	(3)	MIDNIGHT RESISTANCE	Ocean	£ 9.99
10	(9)	MAN UNITED	Kyrsalis	£ 9.99
11	(15)	WORLD CUP SOCCER '90	Virgin	£ 9.;99
12	(12)	RAINBOW ISLANDS	Ocean	£ 9.99
13	(4)	TURRICAN	Rainbow Arts	£ 9.99
14	(11)	BATMAN THE MOVIE	Ocean	£ 9.99
15	(NE)	MONTY PYTHON	Virgin	£ 9.99
16	(7)	LORDS OF CHAOS	Blade	£ 9.95
17	(NE)	BATTLE OF THE BULDGE	CCS	£12.95
18	(10)	SIM CITY	Infogrammes	£9.97
19	(NE)	SHADOW OF THE BEAST	Gremlin	£12.99
20	(13)	ORIENTAL GAMES	Microstyle	£ 9.99



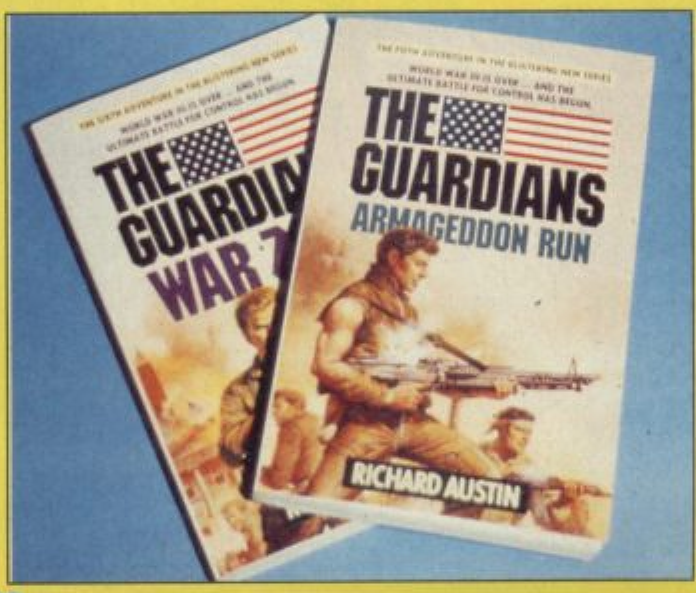
Ice Dragon Richard A Knaak Orbit £3.50

You can't really ignore an author with a name like Knaak, especially when he writes a nifty line in Tolkeinesque fantasy. This is the sequel to Firedrake, and deals with novice warrior Cabe's battle through the Icelands to defeat the most evil dragon of all - oo-er!



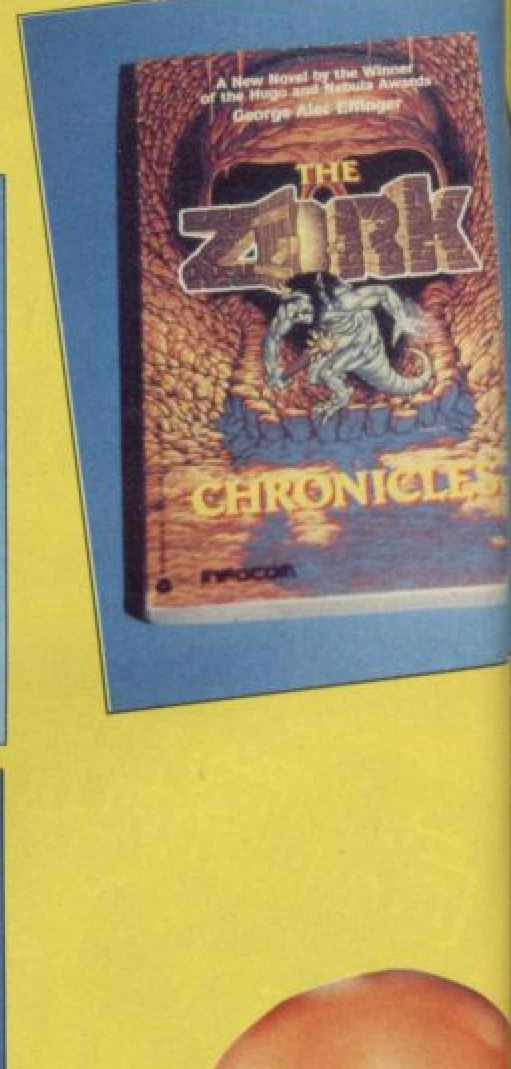
The GUARDIANS; War Zone /Armageddon Run Richard Austin Pan £3.50

Tough tales of post-apocalyptic adventure as The Guardians fight to re-impose order on an America blasted by nuclear war. The 5th and 6th volumes of vicious action written pseudonymously by a well-known SF writer. You can see why he wanted to keep it a secret!



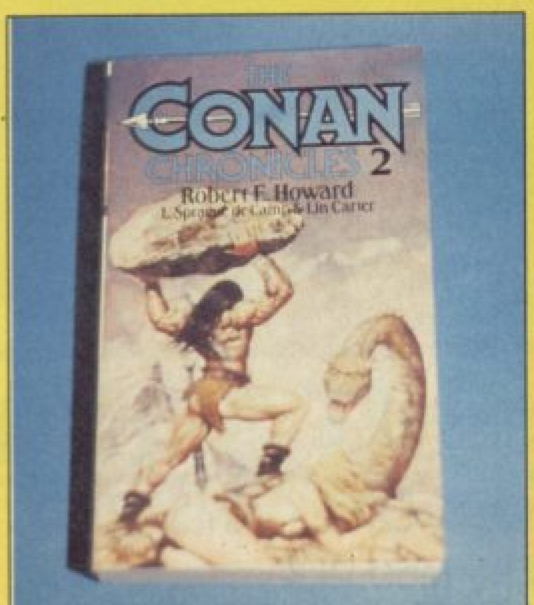
THE ZORK CHRONICLES George Alec Effinger Avon £3.50

Classic Infocom text adventure computer game, brought to life in a tongue-in-cheek novel by Hugo and Nebula award-winning Effinger. Join hero Mirakles as he battles through the Great Underground Empire and fights the winged vampire were-unicorn!



The Conan Chronicles 2 Howard/deCamp /Carter Orbit £4.50

Old muscles is back - Robert E. Howard's barbarian hero stars in this omnibus volume of eight short stories and one novel drawn from Conan the Adventurer, The Wanderer and The Buccaneer. Battles rage, swords clash, maidens swoon, demons perish and sorcerors sorcle in this thick volume of prehistoric adventures.





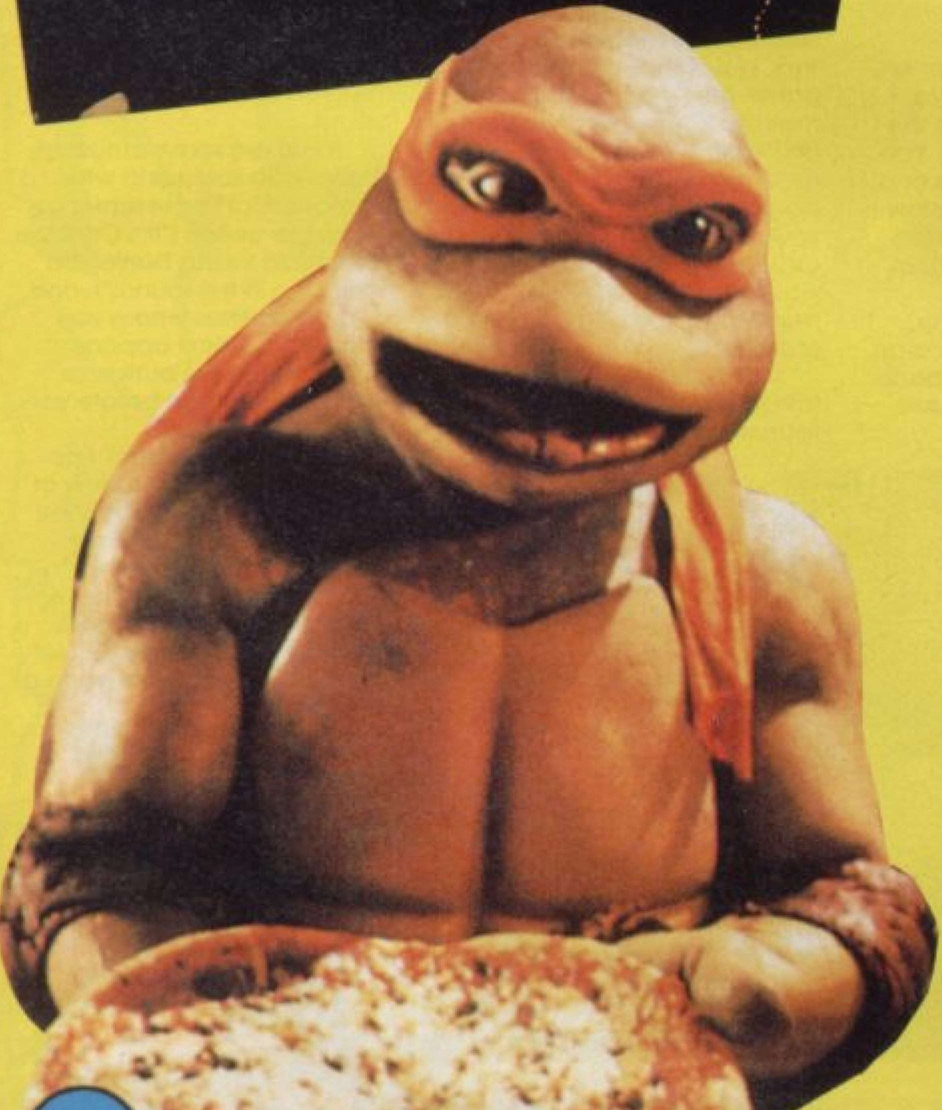
SPECTRUM IS GREEN!

If you still thrill to the TV adventures of Captain Scarlet and the Mysterons, Thunderbirds, UFO and Gerry Anderson's other classic puppet sci-fi series, you'll flip to hear that the hard-to-get Imai Japanese models kits based on the series are now available through Beatties at bargain prices - like £3.99 for the Spectrum Angle supersonic fighter and SSV Security Vehicle. Other kits in the series include the Spectrum Passenger Jet, Saloon Car, UFO SkyDiver, SHADO Mobile, the five Thunderbirds, and the giant Tracy Island kit - the whole island, all the Thunderbirds and extras at around £50.



CHECK OUT





SCREEN SCENE

SHERLOCK HOLMES

Watson the telly? Elementary, it's Sherlock Holmes. Five of the pipe-puffing private detective's 1940's film adventures starring Basil Rathbone and Nigel Bruce are now out on the CBS-Fox All- Time Greats series, at £9.99 a case. Thrill to The Adventures of Sherlock Holmes! Gasp at The Hound of the Baskervilles! Cringe at The Scarlet Claw! Quiver at The Voice of Terror! Chortle at Basil Rathbone's Happy Mondays-style haircut!

Toys

TEENAGE MUTANT NINJA TURTLES

Cowabunga dudes! The Teenage Mutant Ninja Turtles have just hit the big screen and somehow managed to pull off a real coup d'etat. No, not catching Shedder, but actually getting a PG certificate from the British Bored (oops) of Censors. Anyway, Garth, in the interests of you, dear reader, donned his (ridiculous) top hat and tails and scooted off to see the Turtle Premiere at Leicester Square. So here's his run-



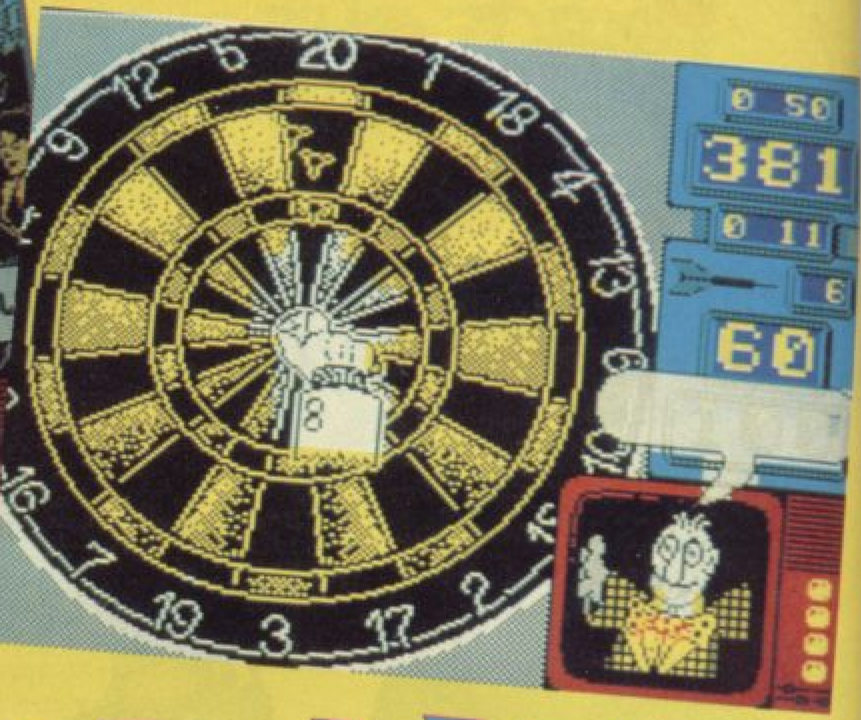
down (and believe me - he's REALLY rundown!)

The Turtles - don'tcha just luv 'em (or hate 'em?) then? But whatever the feeling, if you don't see the film then you'll never know what all the fuss is all about. And there's been quite a lot of fuss. Nunchuckers, ahem, (or rice flails) are quite illegal in Britain - so the original film, shot for the 'we like violence' American audience, has been cut fairly severely in order to make it to the British screen. This means that a major part of the end scene is missing from the version you'll see. But no probs. The movie is pretty good with tons of ninja action and the Turtles themselves are almost convincing. Go see it as soon as you can. Then decide what the fuss IS about!

GAZOOLAS!

What's three feet long, brightly-coloured, and whirls around your head howling like a banshee? No, it's not Michael Heseltine (?!?), it's a Twirling Pipe. In my day (circa 1922) they called them Gazoolas, and children drove their parents mad whirling these corrugated plastic tubes around - the faster you whirl, the more frantic a noise you get! Twirling Pipes come in five neon colours and cost 99p from toyshops everywhere. Just mind the ornaments.





WHACKY DARTS

Ruddy flip! This has to be the silliest computer game ever to hit the streets (or the oche, as they say in darting circles).

This is a comedy darts simulator, a concept which only Codemasters could hope to get away with. I can't help thinking that it started off as yet another serious darts simulator (an idea supported by the completely non-wacky title screen), but halfway through everyone got fed up and decided to stir in a bit of silly.

As a result the playing characters include Nevil the Barbarian, a rather clumsy warrior, Jocky Pilsner, the token darts celebrity who has tanked up a bit too heavily to aim straight, Baza The War Machine, a Rambo-style warmonger festooned with machine-guns, Nigel the Ninja, Jeff the Archer and Alf the Alien (who came last in the annual asteroid slalom event for backwards aliens).

You get a bit of biographical detail on each player before starting the match. Each character displays a different playing style, and instead of darts tends to throw objects such as axes, death stars, lasers and bazooka shells. Up to eight players can take part, or you can take on all the computer-controlled characters in a tournament, first beating your opening round opponent in a best-of-three match. You can check out their playing styles first in a series of one-to-one friendlies.

There are two games to play - Round the Clock or 501. In 501, players take three throws each per turn, subtracting your score from the total remaining. The scoreboard indicates the score remaining, and the time left for your shot - dither too long and the shot will be taken for you. You have to end on a double or a bullseye, and if you go below 0 those three throws are discounted and you start again from your previous score.

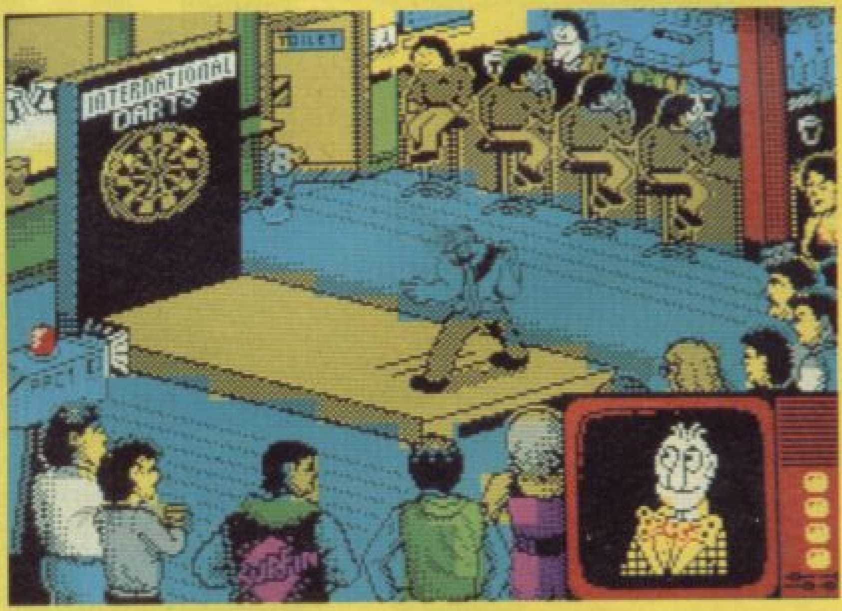
In Round the Clock, you have to hit each number, starting from 20 and working backwards, ending with a double twenty.

You have a choice of joystick or redefinable key controls, but in both types of game the basic control method is the same: your disembodied hand wavers around in front of the dartboard, and you steer it as best you can. The hand also tilts up and down; when you think you're lined up with the desired section of the target, press fire to launch a dart.

Your opponents take their turns in cartoon-style routines featuring TV camera crews and heckling audiences; with Baza's bazooka shells blowing chunks out of the onlookers, they have plenty to heckle about.

There are some amusingly-drawn intro screens in which a stereotypical TV presenter explains the action ("It's Chris the Humanoid versus Daniel the Magician in this round!"), and a good routines where you choose your next opponent by hitting the fire button as their portraits flash before your eyes.

Wacky Darts doesn't actually add anything to any of the darts sims already on the market except a cracked sense of humour, but the good thing about it is that it does play as a serious darts game if that's your particular wont. At this price, it's worth a stab.





WHACKY DARTS
Label: Codemasters
Price: £2.99 48K

GRAPHICS	77
SOUND	60
PLAYABILITY	79
LASTABILITY	81

OVERALL 82%
Chris Jenkins

Zany darts game that adds a touch of mad -ness to the potbellies sport. Great fun!



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Amiga screen shots shown
Features taken from Atari ST and Commodore Amiga versions
Features may vary depending on format
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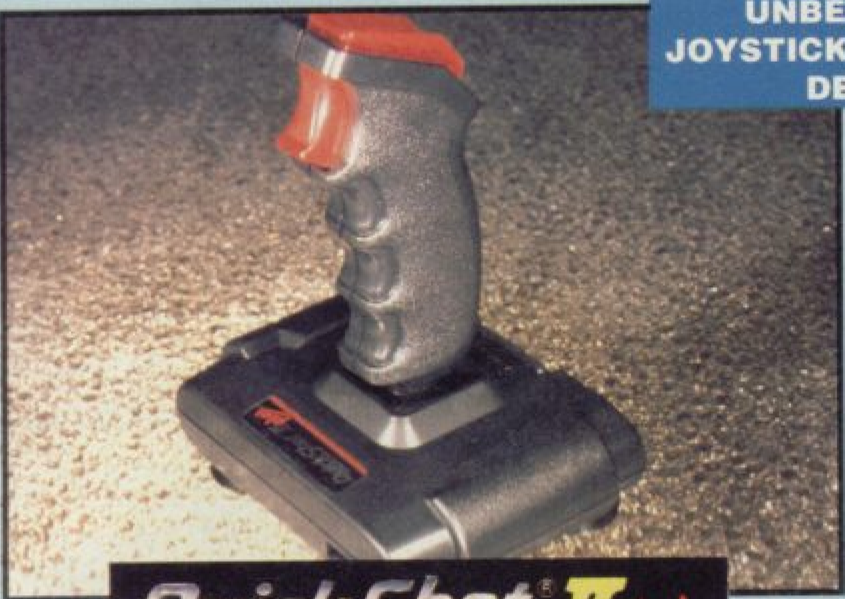
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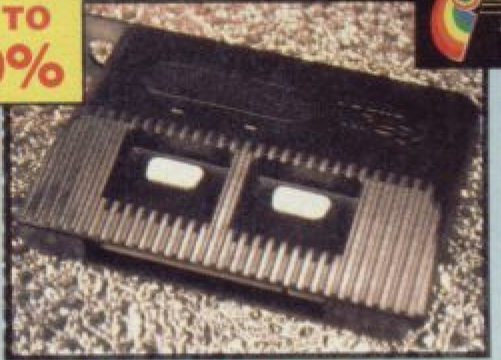
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Taito Infinity

You've heard of the R360 - Sega's new ploy to increase the laundry business all over the world and bring brown trousers back into fashion - where you're strapped into this open globe and play, say, G-Loc, upside-down. Well now Taito has got into the action with this 3D Infinity unit. Two kids get clamped into this closed sphere, in front of a big screen TV. The TV then plays a video of, say, a roller-coaster. And the sphere moves in synchrony with the action on the TV - fast. So when you're going down a cork-



Captain Cook, discovers the riches of the Atlantic to plunder the coin ops of the New

Race Drivin' - Atari

Games OK - so you finally managed to cope with the Stunt Track, beat the Black Phantom, no worries and got bored with kickin' ass on Hard Drivin'. Maybe your life seems empty now and you harbour a sense of deep loss and meaninglessness. Morn no more dude - those terribly nice people at Atari Games have now come up with the follow up game - it now Race Drivin'. And y'know, it's pretty neat one way or another. Really, were're talking about new tracks here and new cars, but that's OK, because Race Drivin' is similar enough to the original so that you can get right on with the thing from the very first go, if you were good at Hard Drivin', but has enough variation so it's a brand new challenge for all you Mansell clones. Did we say challenge? We're not talking about chewing gum and walking at the same time here, or even patting your head and rubbing your rubbing your stomach - we're talking the kind of dexterity and quickness of thought needed to swing a hula-hoop on one leg, halfway along a tightrope several hundred feet over a sea of flaming oil while performing delicate brain surgery with one hand simultaneously writing complex quadratic equations with the other,





Addict Factor 89



balancing a hyperactive vole on your nose and whistling Dixie. That's the new Super Stunt track, anyway - not to be attempted by those who haven't pass the Advanced Hard Drivers Test. We're talking massive hills, hairpin turns, ravines and a herd of cows - just for starters. Then things start getting tricky. Trick jumps, curves, split loops - and how about this, a corkscrew section. Not the kind of stuff you find yourself up against in the fast lane of the M25. There's also an AutoCross track you can choose to drive over, or indeed the original tracks if you desperately crave a walk down memory lane, but the really biz is Super Stunt, for sure and you're gonna need to be Super Human to finish it! Still the best driving simulator around - fight that steering wheel as it wriggles out of your hands when you drift off line - Race Drivin' is Hard Drivin' with knobs on, but is still a must for all seasoned video jocks!



screw section on the TV, guess what the sphere does? We suppose that this bit of equipment is a kind of flotation tank for the Nineties - none of this 'cutting yourself off from all external stimuli'' stuff, more like sensory overload. And make sure you've not eaten a heavy breakfast beforehand.



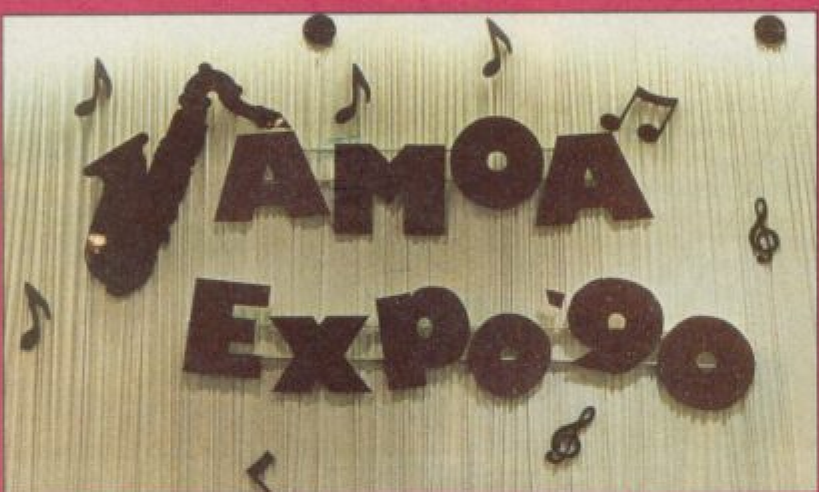


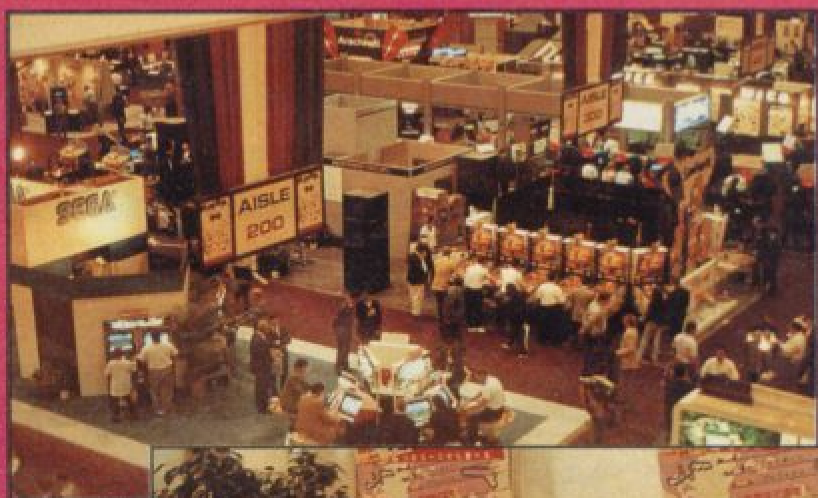


e Americas, as John travels the
ew World at AMOA '90.

AMOA '90 - New Orleans

What has New Orleans got to do with New Technology? Well, it's only that the American Amusement Operators Association had its big annual shindig there the other day and in between the tourist trips to Preservation Hall (no vids), Bourbon Street (no vids) and Historic Paddlesteamers (definetely no vids) we were cooped up in this huge exhibition hall, well, just playing vids on free-play. Yup, the new crop of vids for next year is upon us and there was the good, the bad and the follow-ups. Yup, as the Global Recession bites - we could tell that because they were only serving crap champagne at the official reception - the Men in Suits that run the game companies have decided to cash in on old hits, rather than come up with some new stuff. How about this line up, Pang II (called Buster Brothers in the US), Final Lap II, Dragon Spirit II (called Dragon Sabre), Race Drivin' (Hard Drivin' II), Blood Brothers (Cabal II in the Wild West), Space Invaders II (Majestic 12) and what seems like Arkanoid VI (Thunder and Lightning). That's enough follow-up's, eh boys? Are you fed up with Mow-em-downs yet? We are, but that hasn't stopped them bringing out a whole new crop of the things. Taito, the guys that started the genre off in the first place with Op Wolf, have got Space Gun. Shoot the Aliens. Namco have got Steel Gunner. Shoot the Aliens. Sega have got Ghost Hunters. Shoot the Ghosties and might as well look like Aliens cos; it's all the same ruddy thing anyway. El tediosaville, Kentucky. Don't worry, 'though - there's still enough good stuff to keep the fanatics glued to the screen. Cisco Heat is still our fave of the moment, Strato Fighter from Tecmo is one to look out for when it hits these parts and there's a puzzle game called Palamedies that's a cross between Block Hole and Poker Dice - and many more we'll be looking at in depth over the next couple of months. Excuse us now - we're just having a quick flashback, "Ol' Man River, that Ol' Man River....."







SUPER CARS

SUPERCARS
Label: Gremlin Graphics
Price: £10.99 Cass 48K/128K 1 Load

GRAPHICS	
SOUND	89
PLAYABILITY	85
LASTABILITY	82
	77
OVERALL	82%

Chris Jenkins

Vroom, vroom! If you can't afford a Maserati for Xmas, Supercars might be some consolation.



As Murray Walker would say, "THIS is JUST what the WORLD needs! ANOTHER car RACING game, AS IF we hadn't ALREADY played SEVERAL DOZEN of them, all EXACTLY the SAME!"

BUT, hold on Murray, let Jackie get a world in edgeways, "Hoots, Supercars is no bad, ye ken, wahay, and I should know, the noo, I was the world champion back in nineteen-hundred and twenty-six."

OK, there isn't much we haven't seen before in Gremlin's sports car challenge, but it's all rather well done and for a change the setup screens aren't let down by poor racing routines, and/or vice versa.

On the opening screen you get a choice of three cars including super models like the Retron Parsec Turbo. Click on one to get a full technical rundown - dig those sexy acceleration figures! Drool over the maximum speed! Barf when you see the price!

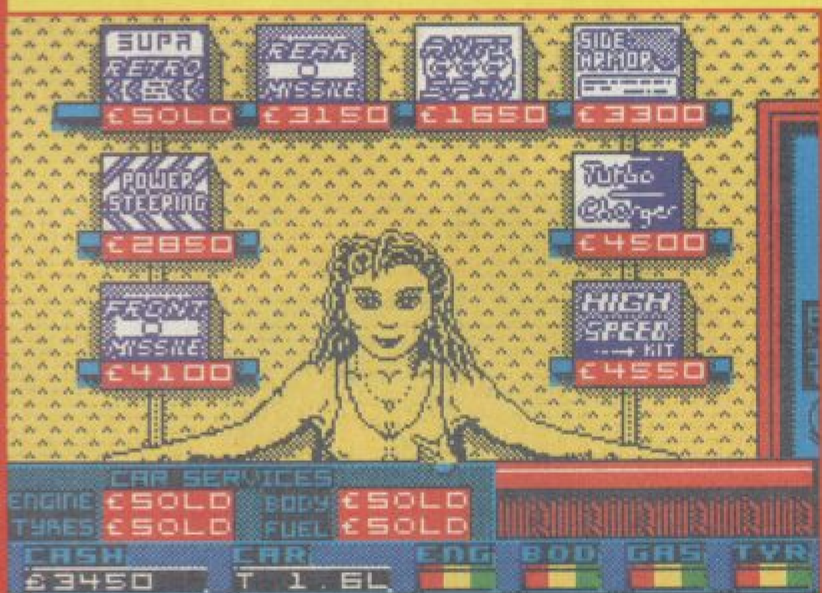


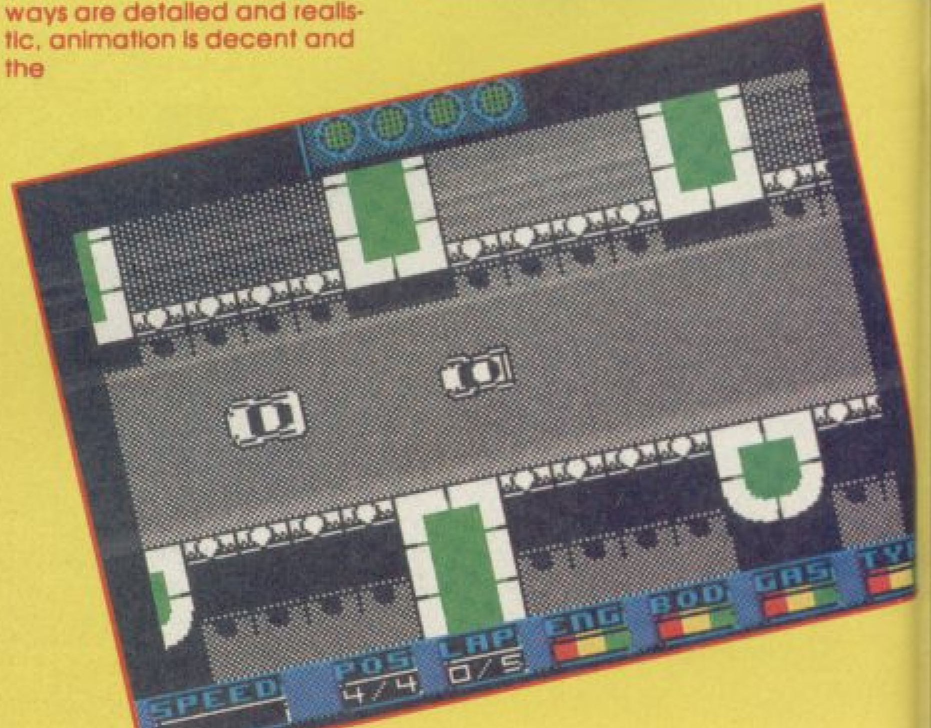


The only way to afford the better cars is to win races. Take a trip to the Garage where Sexy Sandra the Spare Parts Slut will sell you necessaries such as turbo chargers, power steering, anti-spin units, and stuff you can't get at Kwik-Fit like missiles and side armour.

Leave the garage and choose a track from the nine available, and the race is on. The tracks become trickier and twistier as time goes on, but there isn't anything silly like landmines or space aliens to complicate issues.

The graphics for the races are dead good; the small monochrome cars all look pretty samey, but the roadways are detailed and realistic, animation is decent and the



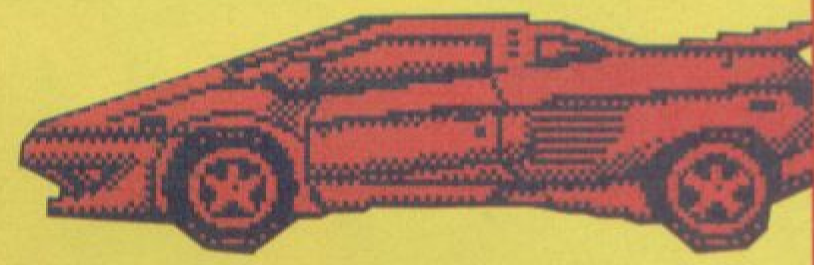


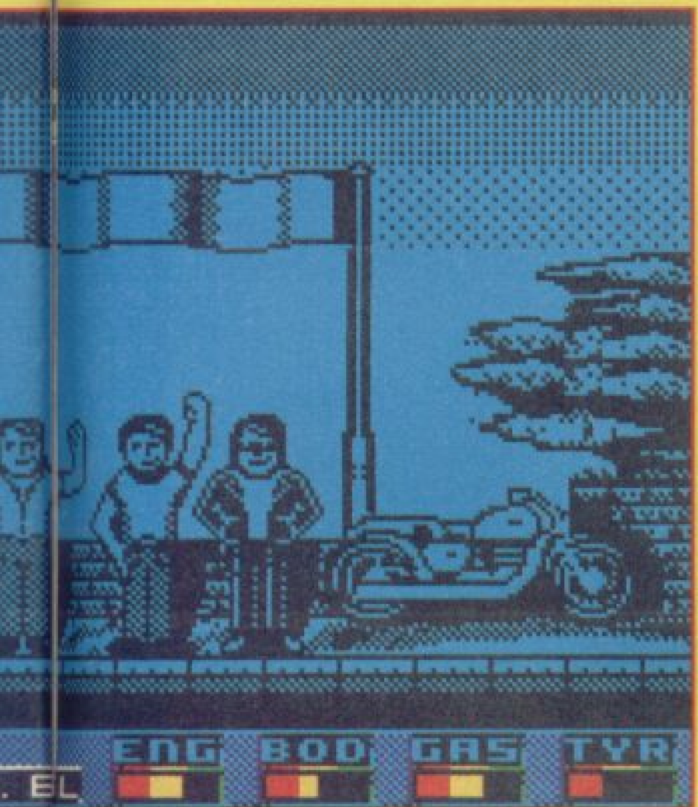


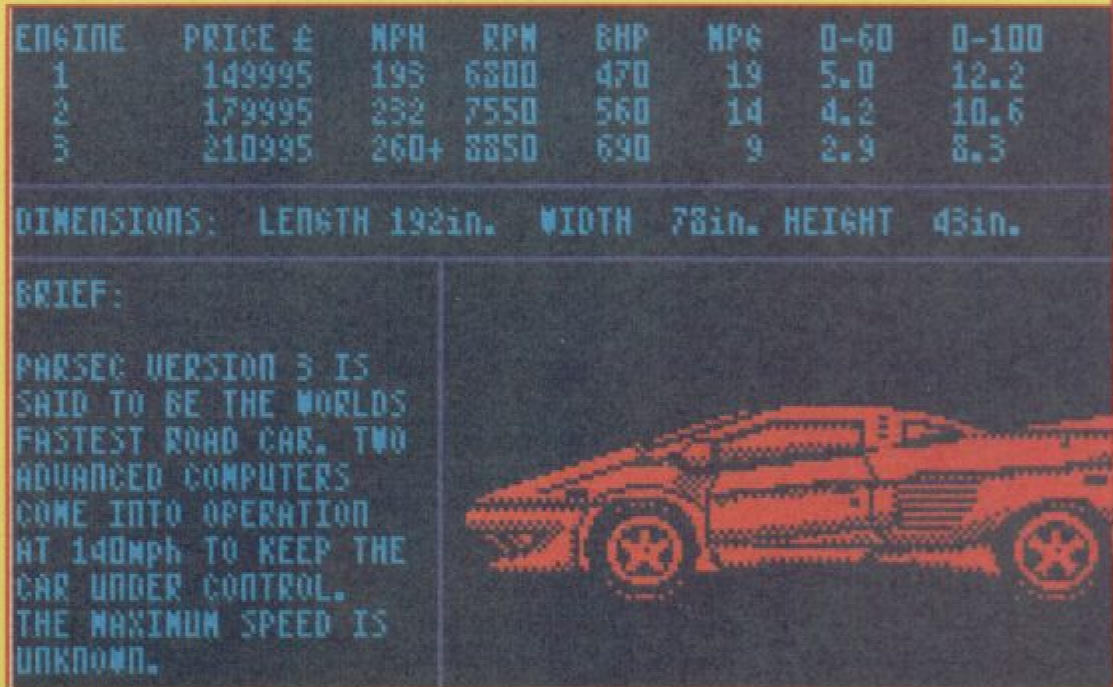


If you win a round you get a little victory ceremony with race statistics, your dosh count goes up and you can visit the Sales office, where a man who appears to be eating fish and chips will offer to sell you a better car, or tell you to take a hike if you don't have enough dosh. You can also retun to the garage to repair the degradation done to your tyres, bodywork, engine and fuel supply.

That's just about all there is to it; the music's super, the graphics and animation are fine, and the gameplay's quite absorbing. But, to be fair, it isn't a particularly difficult game - I managed to win race after race without any real effort - and if you want slam-bang action you might prefer Badlands or Iron Mike's Off-Road Racing. Supercars is worth a spin, though.







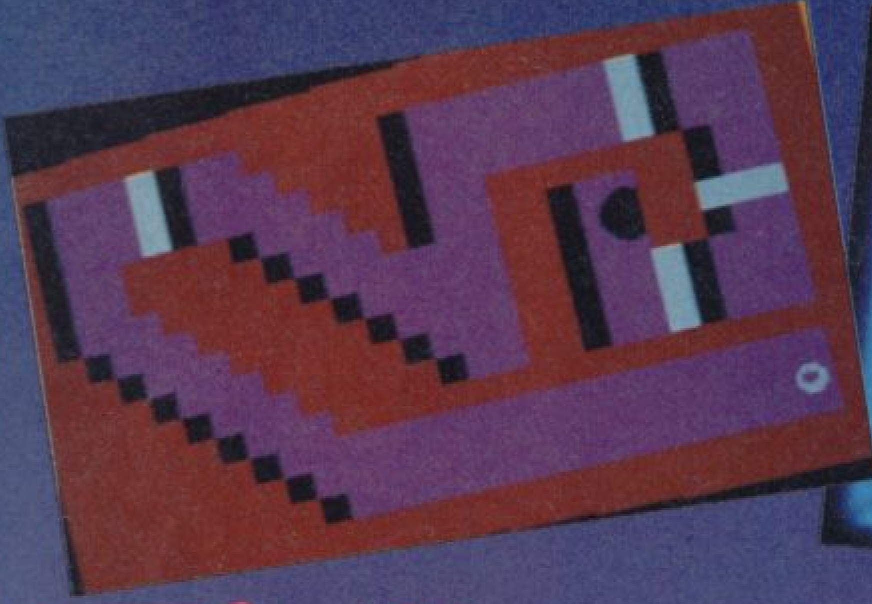


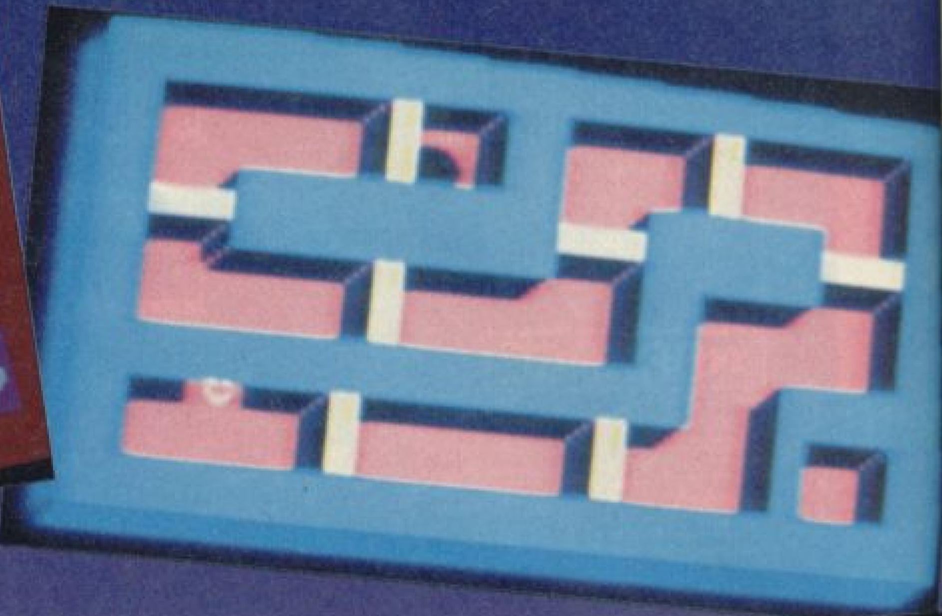
multi-directional scrolling is smooth. As the count-down bleeps you rev your engine, and when the light turns green it's full pelt for the finish line; counters at the bottom of the screen show your speed, position (you are usually matched against three or four opponents), lap count, and status for Engine, Bodywork, Gas and Tyres.

Steering control is pretty responsive, and though you never seem to achieve a great impression of speed, there's real skill involved in steering tight around the corners.

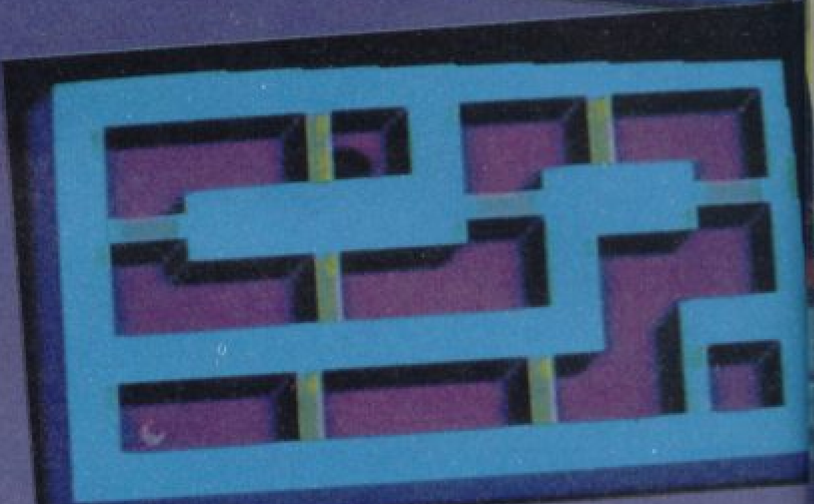
Since you can bash and blast your opponents as well as trying to outsteer them, a quick trigger-finger is as necessary as a firm hand on the wheel.







TILT

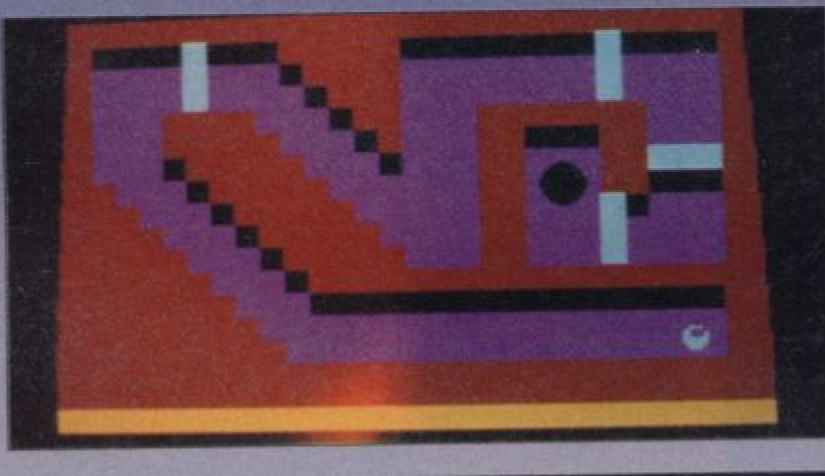


Angles are wonderful things. You can find them everywhere; on the street, in the home, at the school or office. In fact, you could say that this planet would seem rather flat and dull without them. Before this review starts to sound any more like Play School, it's safe to say that Tilt is concerned with angles. Or maybe elephants. No, definitely angles.

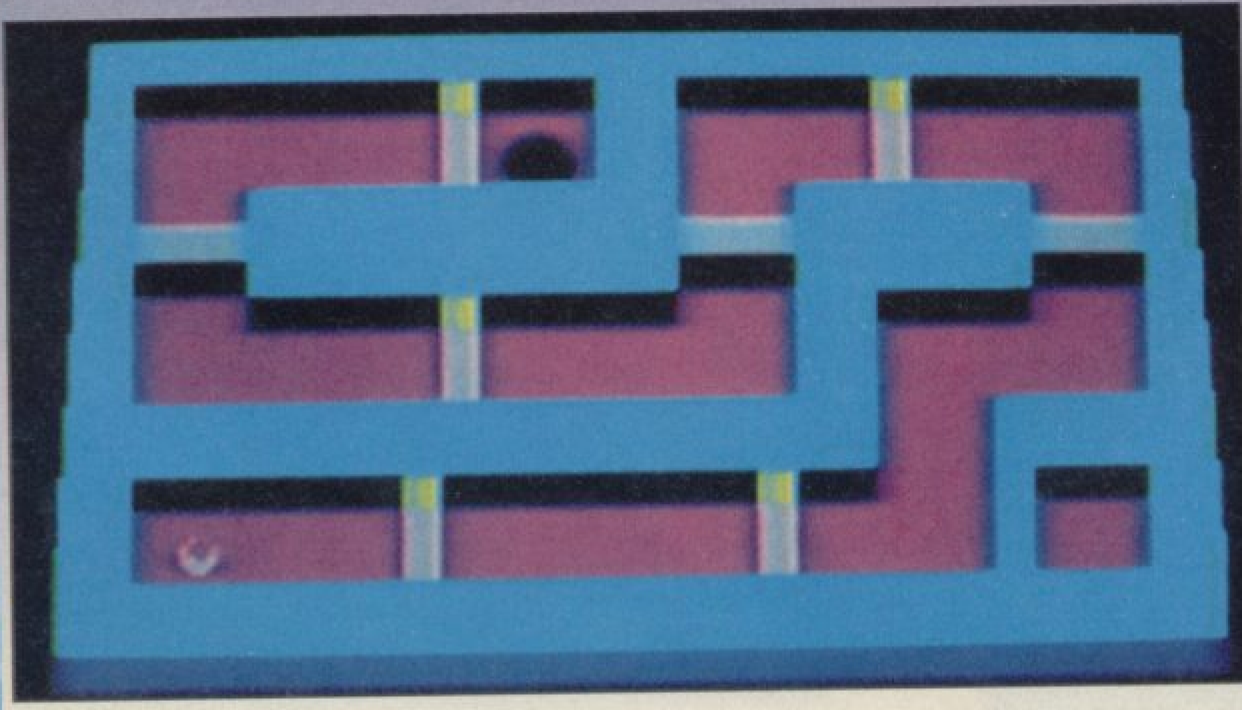
Tilt is set over a multitude of levels, which become progressively more difficult. The object of the game is to guide a ball through a maze, avoiding traps and opening doors, until the ball reaches a hole at the end of the level. This is achieved by tilting the platform in the desired direction by means of the joystick, causing the ball to roll (thanks to the miracle technology of gravity).

At the beginning of the level the power level is at maximum, but decreases with every tilt - and every time the ball hits the walls, which also sends the player back to the start of the level. Luckily, bonus power is awarded for the distance travelled, thus allowing the player to claw back some energy for the next attempt. Gates open from a touch on the joystick, but beware; they close again very quickly!

Traps are liberally scattered around the landscape, doing strange things to your balls. Although these only appear from the fifth level on, you'll soon wish they hadn't! The traps can only be neutralised by tilting the table as the ball rolls over them - not an easy task. On later levels, the ball grows, making it even harder to avoid the walls and traps.



Tilt is a clever idea for a game, with simplistic and addictive play. However the ball is just too awkward to control, making the game frustrating - and as you are sent back to the start of the level each time, it's easy to get stuck (and then angry). This is a shame, spoiling a great idea.



TILT

Label: Codemasters
Price: £2.99 48K

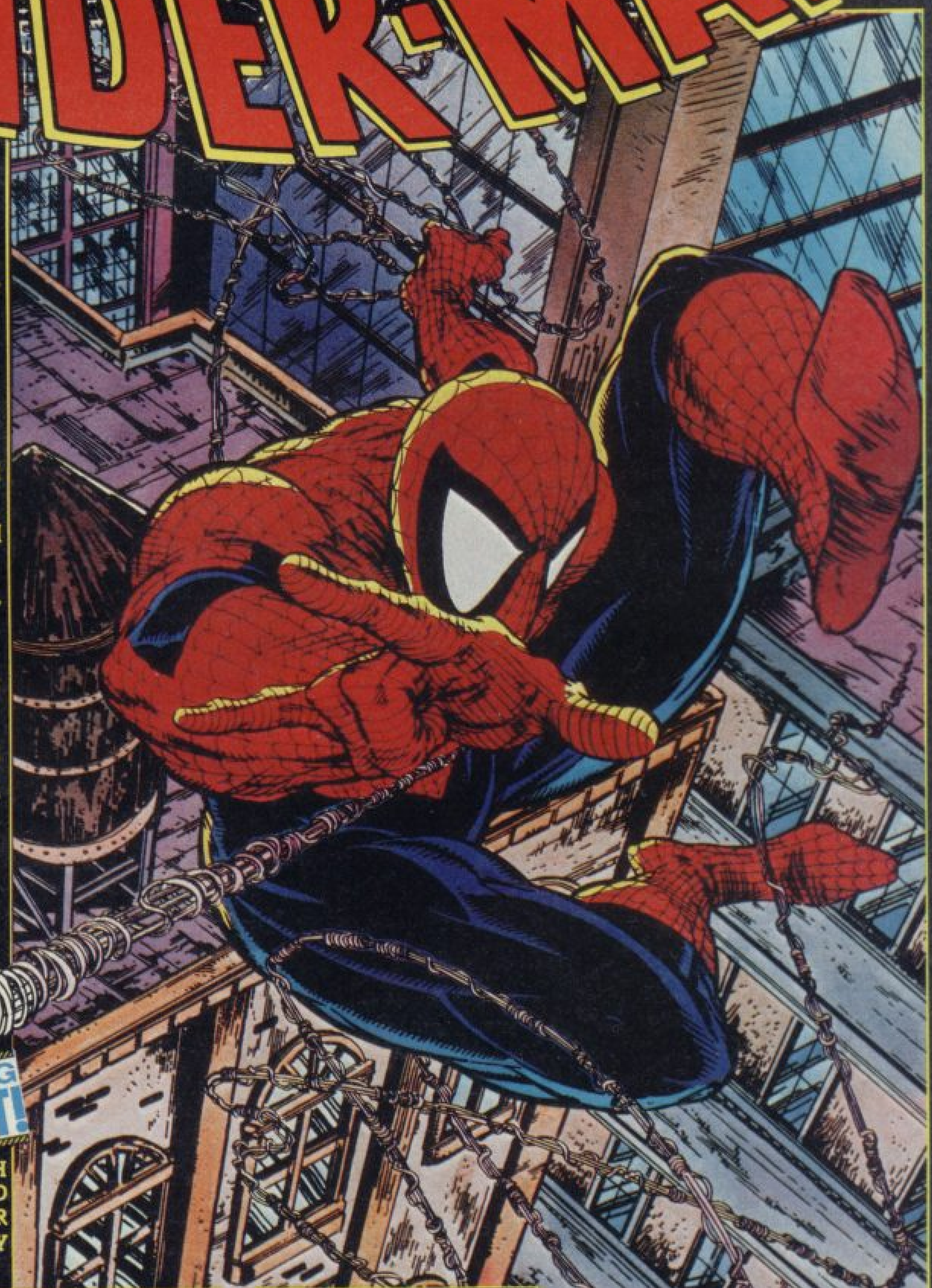
GRAPHICS	77
SOUND	65
PLAYABILITY	62
LASTABILITY	78

OVERALL 69%

Matt Regan

Odd gravity based game that suffers with bad control and a frustrating level of playability

the AMAZING SPIDER-MAN®



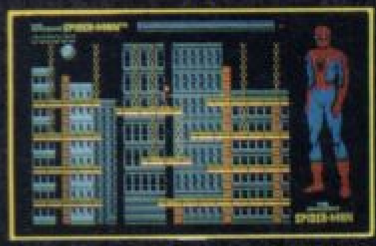
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- ★ Moving platforms, Illusionary walls, electrified floors and intelligent robots.

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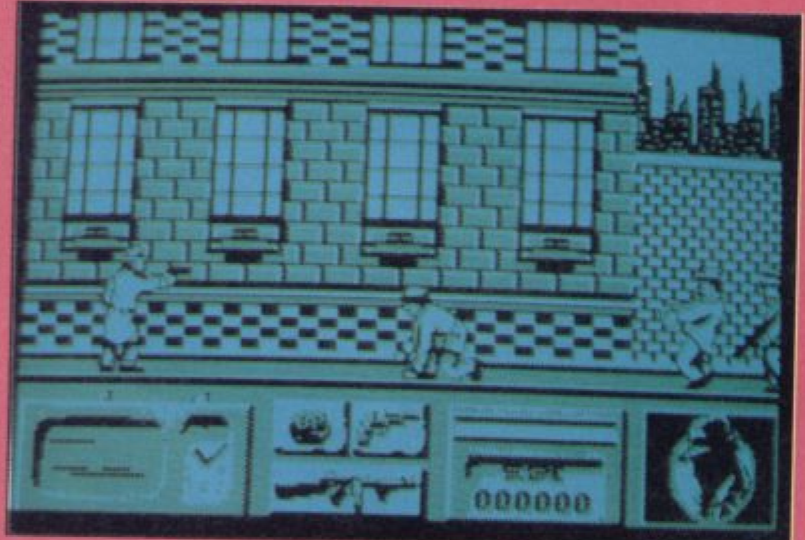




ESWAT

US Gold's ESWAT is the conversion of the Sega arcade machine that has you cast in role of ESWAT - a futuristic SWAT cop who comes equipped with a special cybersuit to protect him from the highly dangerous situations that he's exposed to. The game is still in development at the moment and these are the latest batch of graphics that we could get our hands on. We'll bring you the latest graphics next month however, when we'll hopefully be able to review it but until then, here's what a game at it's earliest stages of development looks like.

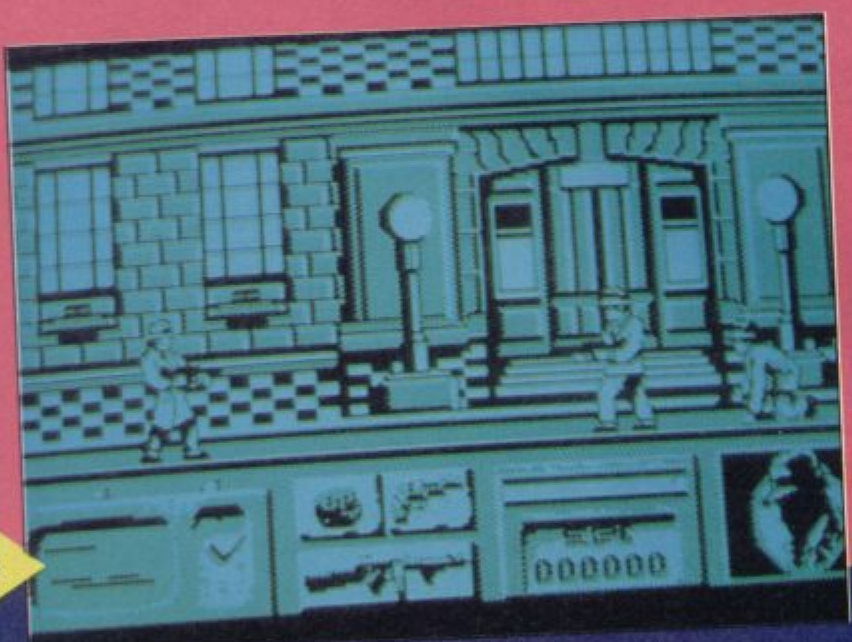
Label: US Gold
Streetdate: Early January
Price: £10.99



Dick Tracy

You've read the comics, (haven't you?), you've seen the film and now is the chance to see the computer game screen shots courtesy of Entertainment International. They've been shot on an Amiga running D Paint in Spectrum mode. What you didn't know that D Paint on the Amiga could do that? Well now, we've told you. In fact, if we ever decide to start writing reviews based on D Paint screenshots we'll let you know first. Then again, you could always buy another magazine instead and leave us to get on with our honest toil.

Label: Titus
Steetdate: Now
Price: £10.99





IEWS

CHIPS CHALLENGE

Having already appeared as a game originally developed for the Atari Lynx, Chips Challenge may not be known to you. But it's a puzzle game. You scoot around the screen and unlock doors with keys, move walls, trip the right traps, push boxes and everything. We'll be reviewing it next iss, but here's a few bits to be getting on with.

Streetdate: Late Janauary
Price £10.99/15.99







GAUNTLET 3D

Here's the exclusive pics of Gauntlet 3D which is currently under wraps at US Gold. Unlike the old Gauntlet, it's NOT viewed from above. (Hence the 3D tag perhaps?) Anyway, so far it plays pretty well but the finished version won't be with us until well into the new year.

Label: US Gold
Streetdate: March
Price: £10.99/15.99





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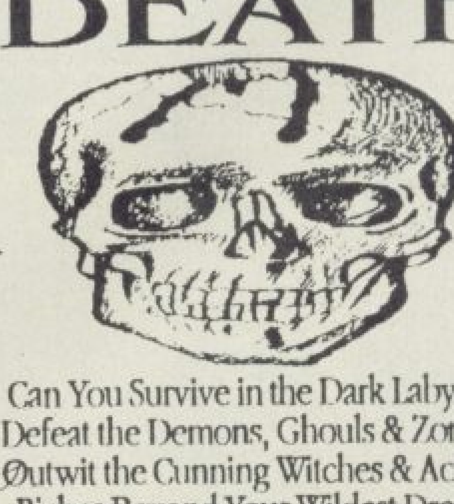
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SU FIRST CHOICE

We gave you the FIRST Turtles review last month - We gave you the FIRST Six games on a tape.
This month you have the FIRST Robocop Review. Who knows what we'll be FIRST to do next month but be sure, other mags will just have to follow!

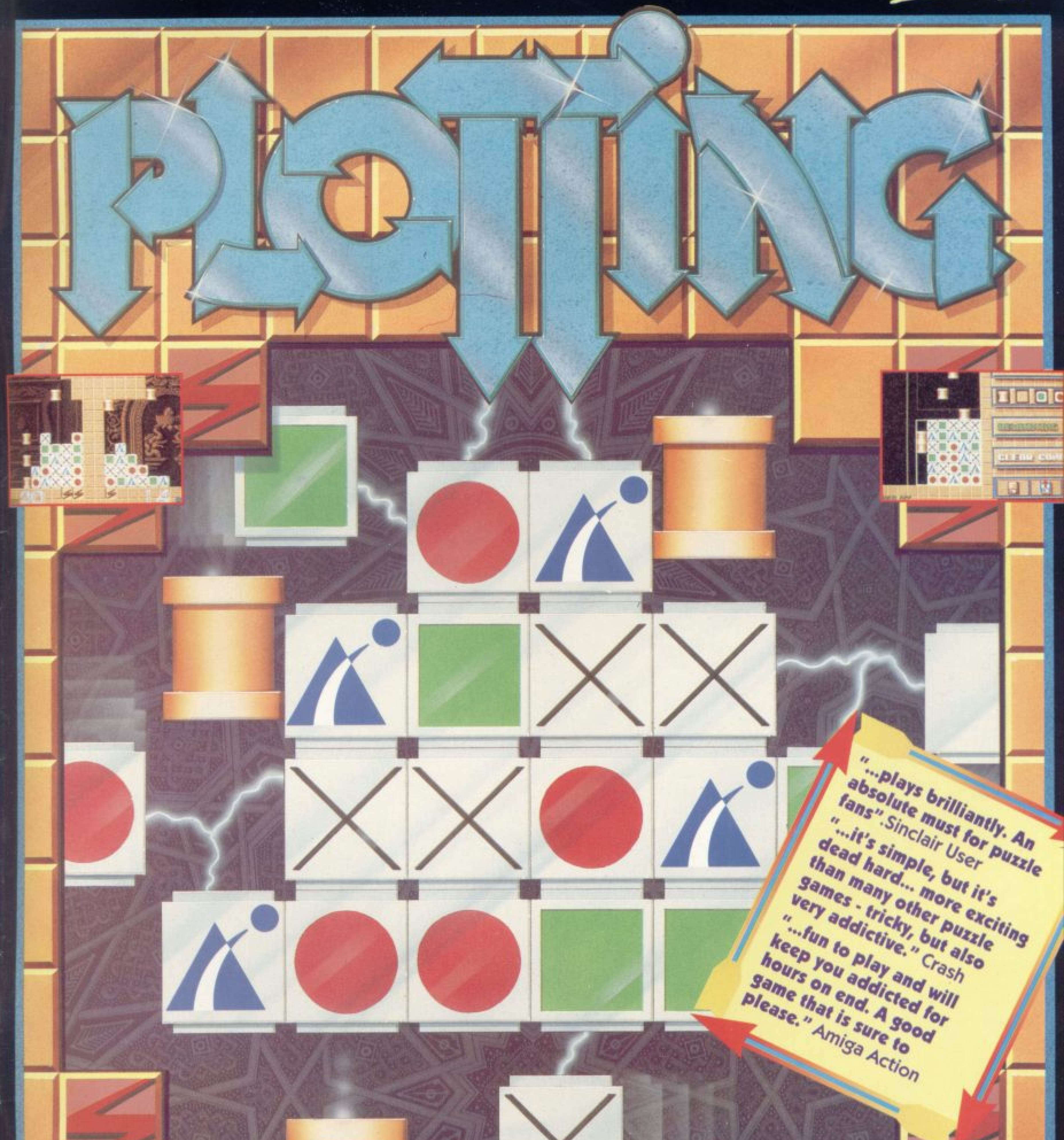
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OUT JAN 18..



PLOT YOUR OPPONENTS DOWNFALL AND...STRIKE



ADDICTION!

Addiction!...that's the name of the game. The concept is simple ...destroying blocks! But once you've got control of those bricks will you ever let go?

It all seems so easy, but can you beat the micro or your partner, at this hideously mind boggling game.

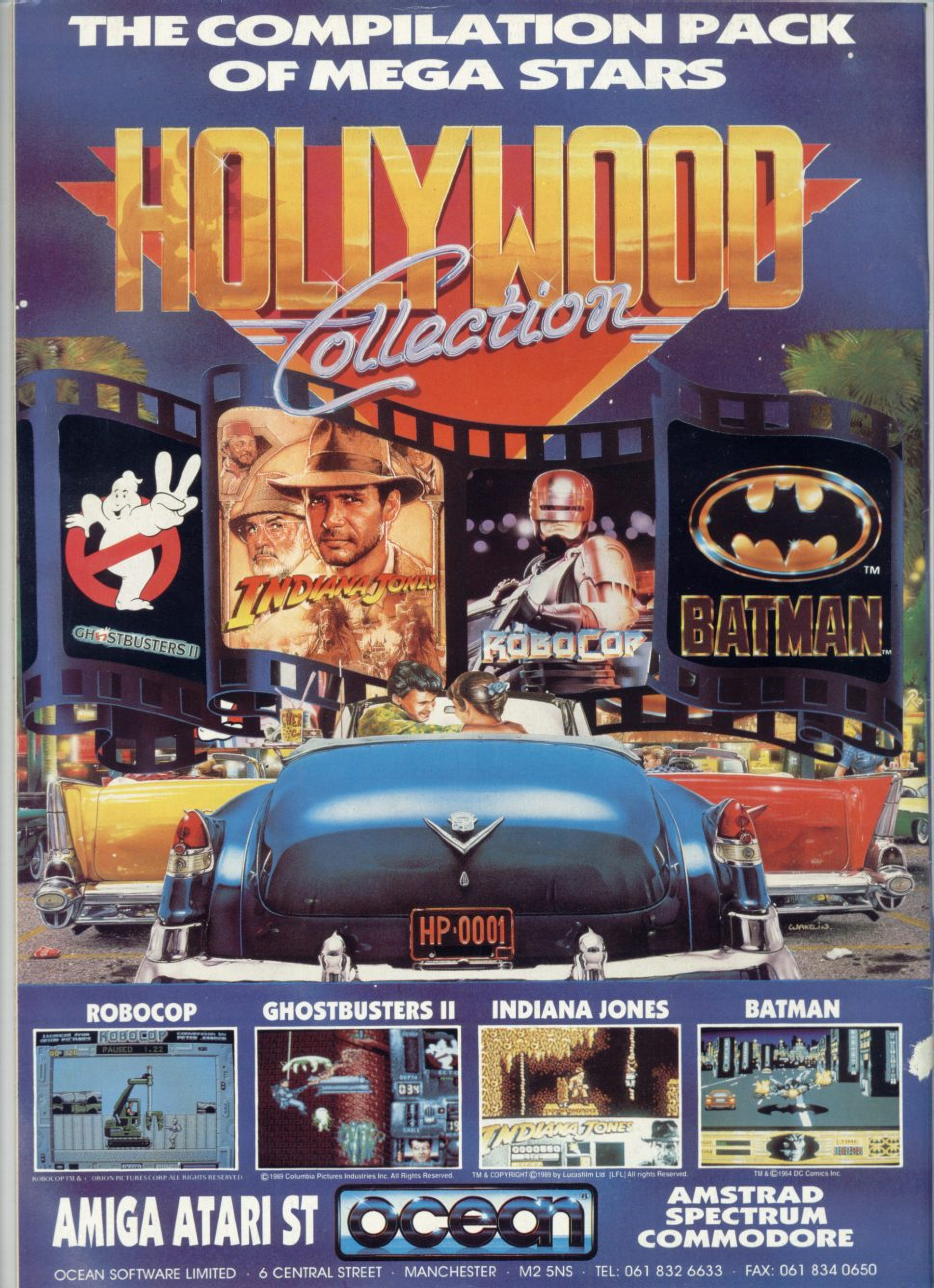
Special blocks will give you extra lives... GREAT!... but believe me, you'll need to take every advantage of this software's hardware! You'll need the skill of a Rubi-Cube master and the reflexes of a pigeon at a skeet shoot! Plot your move, take aim and block 'em out!... It's that simple... as simple as grilling ice cubes!

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